

Halil Tuncer KAYA

WHO AM I?

I am a hobbyist game designer aiming for a professional game design job. I love working as a systems designer and mechanics designer, but as an indie gamedev, I am exposed to level design, writing, UI design and art.

ADDRESS

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Kırlareli -TÜRKİYE

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EMAIL

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SOCIAL



PORTFOLIO

<https://htramu.github.io/>

SKILLS

Game Engines

Construct 3 - Designed and published 2 prototypes so far

Godot 4 - Basic level design, scripting and coding

Production and Development Software

GIMP, Paint.net, Audacity, SourceTree (Git)

Documentation, Spreadsheet, and Presentation Software

MS Office (Word, Excel, PowerPoint)

EDUCATION

Hacettepe University

Department of Economics, 2006

Courses and Certificates

CALARTS - Game Design: Art and Concepts Specialization (Online)

Introduction to Game Design - [Certificate](#)

Story and Narrative Development for Video Games - [Certificate](#)

World Design for Video Games - [Certificate](#)

Character Design for Video Games - [Certificate](#)

JOB EXPERIENCE

2019 JULY - CURRENT DATE

Customer Relations Officer - Ziraat Bank of Türkiye

Why this is relevant? Communications: Communication is an important skill to a Customer Relations Officer and a Game Designer, who should communicate both the team members and customers (for game designers: producers, publishers etc.)

2010 JULY- 2019 JULY

Internal Controller - Ziraat Bank of Türkiye

Why this is relevant? Internal controllers work with huge amount of data and rulesets, which specialize them on systems checking, spreadsheet manipulation, rule and systems creation.

MISCELLANEOUS

Married - Non smoker

Participated in one game jam (so far)

Passionate gamer - Finished 250+ games

Love painting minis (especially WH40k), building LEGOs and drawing things

Warhammer 40K, Star Wars and The Crow fan and a die-hard Metalhead