Halil Tuncer KAYA

PORTFOLIO

https://htk.github.io/

WHO AM I?

I am a passionate game designer with a focus on systems and gameplay mechanics, eager to transition from hobbyist to a professional game design role. Also, my experience as an indie game dev has also exposed me to various disciplines like level design, coding, writing, UI/UX, and even sound and music design.

ADDRESS

Karacaibrahim Mahallesi Nüzhed Somay Caddesi

Taşkın Sitesi 8/B-4

Kırklareli -TÜRKİYE

Willing to relocate worldwide.

PHONE

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EMAIL

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SOCIAL

Linked in

Instagram

STEAM

GAME DESIGN EXPERIENCE

Jam Submissions

Darkness Profound (solo) – Gameplay, mechanics and level design, event scripting, basic art and sound design, basic JavaScript coding

run.U.run (team) – Main responsibility – Level design. Along with level design I undertook following tasks:
- Scripting and Coding (implemented power-ups, dash, double jump etc.)
- Incorporated 3D models created by the team's 3D artist
- Crafted main menu, HUD elements
- Finished, exported and published the game to itch.io

Solo Projects

BounZy - Gameplay, mechanics and level design, event scripting, basic art and sound design, GDD writing

G.N.B.G. - Gameplay, mechanics and level design, event scripting, basic art and sound design, GDD writing

SKILLS

Game Engines

Construct 3 – Designed and published 3 prototypes to itch.io
Godot 4 – Basic level design, scripting and coding in game jam submission

Production and Development Software

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

Documentation, Spreadsheet, and Presentation Software

MS Office (Word, Excel, PowerPoint), Google Docs Editors (Docs, Sheets)

EDUCATION

Hacettepe University - Türkiye
Department of Economics, 2009

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
*Main duty is **communication** with customers, to **resolve** their financial problems. This duty is undertaken on a strict **deadline** in **coordination with other team-members.***

2010 JULY– 2019 JULY
Internal Controller – Ziraat Bank of Türkiye
*The main duty involves **analytically assessing** information, managing data using **spreadsheets**, paying **attention to detail** to ensure compliance with regulations.*

MISCELLANEOUS

I have been a (closed) beta tester for the following titles:
- *Gwent: The Witcher Card Game* – offered several card balance changes via official submission form, discussed and suggested several more on Reddit - 1,2,3
- *Warhammer 40K: Battlesector* – submitted several bug reports, suggested ability changes via official submission form
- *Hearthstone: Heroes of Warcraft* - offered several balance changes via official channels
- *The Elder Scrolls:Legends* - suggested several changes via official channels and forums
- *Football Manager Live* – submitted bug reports
- *FOnline* – A Fallout mod to create a Fallout MMORPG, done playtesting, submitted bug reports
- *Wasteland 2, Wasteland 3, Quake Live, League of Legends* – no feedback provided