YAVUZ SELIM OKUR
GAME DESIGNER & GAME DEVELOPER

I am Yavuz Selim. I've been trying to improve myself in game design and game development since 2016. I have made a variety of games on Unity Engine and Unreal Engine. I hope to be a person that shape the game industry in the future.

Contact

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Address
Uskudar, Istanbul

Expertise

Game Design & Development

Project Management

Leadership

Narrative Design & Storytelling

Creative Direction & Worldbuilding

Language

English

Interests

Theatre

Basketball

Experience

2023 – Present
Spectrum Games

Game Designer & Game Developer
Designing and developing narrative and mechanics-driven games in a small, collaborative studio. Prototyping and implementing core gameplay systems to enhance player interaction and experience.

Aug 2019 - Nov 2019
Hi Games

Junior Game Developer
Developing hyper-casual and casual game mechanics.

2017- 2018
Istanbul Karsıyaka Basketball Club

Assistant Basketball Coach
Coaching for the children between 8 - 16

Education

2016 - 2022
Istanbul Bilgi University

Digital Game Design Bachelor
Istanbul Bilgi University Digital Game Design Department is the first four-year BA degree programs in the field of digital gaming in Turkey. Focusing on digital games as expressive media, the program aims to educate game designers who are capable of blending creative thinking with technical and organizational skills.

Projects

Unity Projects

- World 23 (PC & Console) — In Development
- Makrantia (PC & Console) — 2021
- Memoo (PC & Console) — 2020
- Picker3D - Clone (Mobile) — 2022
- Uç ve Çarp (Mobile) — 2020
- Run Cheff (Mobile) — 2020
- Assinment Yelleri (Browser) — 2020
- Meet In Dream(PC & Console) — 2019
- HyperBall (PC & Console) — 2017

Unreal Engine Projects

- Need More Speed (PC & Console) — 2019
- GiantDungeon (PC & Console) — 2018

Twine Project

- The Good Saw (Browser) — 2017