

## SELAMI SAFA BALIK

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Github: [github.com/selamisafa](https://github.com/selamisafa)



### **CAREER GOAL**

I want to work on my game design skills, be a better instructor on game design/development topics, and become a game designer at one of the AAA companies.

### **EDUCATION**

June 2017- June 2022

**Istanbul Bilgi University**, Digital Game Design (GPA: 3.88/4.00)

### **RELATED WORK EXPERIENCES**

February 2025 - Present

*Game Designer/Developer, **Spectrum Games***

- 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.

October - December 2021

*Instructor, [Hasan Kalyoncu University Gaming](#)*

- **Unity Development from scratch**
- Started from scratch and created a platformer game with students
- Taught essential C# with Unity

January - December 2021

*Game Designer/Developer, **EKSOT Game Studio***

- Creating game concepts and mechanics
- Developing mobile games

August 2021

*Game Designer/Manager, **2Medya Studios***

- Creating game concepts and mechanics
- Building game design documents for each game
- Managing the team to reach their maximum potential

## VOLUNTEER EXPERIENCES

- |               |  |
|---------------|--|
| January 2022  | <b>GamFed Mini Game Jam</b> <ul style="list-style-type: none"><li>• Hosted to make sure participants were ready for the Global Game Jam.</li></ul>   |
| April 2021    | <b><a href="#">Yeditepe University VCD474 (Game Design Workshop)</a> Guest Instructor</b> <ul style="list-style-type: none"><li>• Explaining Twine macros.</li><li>• Explaining and developing game mechanics examples.</li><li>• "No code" game engines (Bitsy, Flick Game, etc.) training.</li></ul> |
| March 2021    | <b><a href="#">Yeditepe University VCD474 (Game Design Workshop)</a> Guest Instructor</b> <ul style="list-style-type: none"><li>• Lecturing on English twine lesson in the game design lesson</li><li>• Making the first entry into the programming</li></ul>  |
| March 2021    | <b>GamFed Turkey DOT JAM</b> <ul style="list-style-type: none"><li>• Creating the first game jam for GamFed Turkey (Gamification Federation Turkey).</li><li>• Providing Twine training to Jam participants.</li><li>• To be a jury.</li></ul>   |
| February 2021 | <b>GamFed Turkey Advanced Twine Lecture</b> <ul style="list-style-type: none"><li>• Lecturing on advanced Twine training to GamFed Turkey members.</li></ul>   |

## WORK-RELATED PROJECTS

### Developed at EKSOT Game Studio (Worked with a team; other team members made the level designs)

- Jelly Bear Smash, Influencer Follow, Tap Timer Hero, Flamingo Runner, Sumo Collect, Cut that Tree, Stone Runner, Artistic Jumping

### Designed and managed games at 2Medya Studios

- Detective Runner, Plug Challenge, Math Bomber

## GAME JAM ACTIVITIES

- |                |   |
|----------------|---|
| July 2020      | <b>Magara Jam #3</b> <ul style="list-style-type: none"><li>• didn't take a step back <a href="https://piskafir.itch.io/atom-jam-3">https://piskafir.itch.io/atom-jam-3</a></li></ul>                                |
| June 2020      | <b>Inclusivity Game Jam</b> <ul style="list-style-type: none"><li>• Super Last Supper <a href="https://piskafir.itch.io/super-last-supper">https://piskafir.itch.io/super-last-supper</a></li></ul>                 |
| September 2020 | <b>Happy Game Jam</b> <ul style="list-style-type: none"><li>• Cube Carrier <a href="https://piskafir.itch.io/cube-carrier">https://piskafir.itch.io/cube-carrier</a></li></ul>                                      |
| May 2020       | <b>Seed Game Jam</b> <ul style="list-style-type: none"><li>• Toy Factory (On hold)</li></ul>  |
| February 2020  | <b>Global Game Jam 2020</b> <ul style="list-style-type: none"><li>• Dog Rescue <a href="https://piskafir.itch.io/ggi-2020">https://piskafir.itch.io/ggi-2020</a></li></ul>  |
| June 2018      | <b>Istanbul Bilgi University GameJam.04</b> <ul style="list-style-type: none"><li>• Futbolun Frekansı <a href="https://piskafir.itch.io/futbolun-frekansi">https://piskafir.itch.io/futbolun-frekansi</a></li></ul> |

## SKILLS

**Language Skills:** Turkish (Native), English (Professional)  
**Technical Skills:** Unity, C#, Python, Game Design

## INTERESTS

Games, Music, Food.