

SELAMI SAFA BALIK

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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

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| February 2025 - Present | <i>Game Designer/Developer, Spectrum Games on World 23</i>
<ul style="list-style-type: none">● 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 | <i>Instructor, Hasan Kalyoncu University Gaming</i>
<ul style="list-style-type: none">● Unity Development from scratch● Started from scratch and created a platformer game with students● Taught essential C# with Unity |
| January - December 2021 | <i>Game Designer/Developer, EKSOT Game Studio</i>
<ul style="list-style-type: none">● Creating game concepts and mechanics● Developing mobile games |
| August 2021 | <i>Game Designer/Manager, 2Medya Studios</i>
<ul style="list-style-type: none">● Creating game concepts and mechanics● Building game design documents for each game● Managing the team to reach their maximum potential |

VOLUNTEER EXPERIENCES

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

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	Magara Jam #3
	● didn't take a step back https://piskafir.itch.io/atom-jam-3
June 2020	Inclusivity Game Jam
	● Super Last Supper https://piskafir.itch.io/super-last-supper
September 2020	Happy Game Jam
	● Cube Carrier https://piskafir.itch.io/cube-carrier
May 2020	Seed Game Jam
	● Toy Factory (On hold)
February 2020	Global Game Jam 2020
	● Dog Rescue https://piskafir.itch.io/ggi-2020
June 2018	Istanbul Bilgi University GameJam.04
	● Futbolun Frekansı https://piskafir.itch.io/futbolun-frekansi

SKILLS	Language Skills: Turkish (Native), English (Professional) Technical Skills: Unity, C#, Python, Game Design
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INTERESTS Games. Music. Food.