

SELAMI SAFA BALIK

Location: Istanbul/Turkiye

Phone: +90 541 817 73 23

E-mail: selamisafa@gmail.com

Portfolio links: selamisafabalik.itch.io/ and piskafir.itch.io/

Github: github.com/selamisafa



CAREER GOAL

I want to work on my game designing 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

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

GamFed Mini Game Jam

- Hosted to make sure participants were ready for the Global Game Jam.

April 2021

[Yeditepe University VCD474](#) (**Game Design Workshop**) Guest Instructor

- Explaining Twine macros.
- Explaining and developing game mechanics examples.
- "No code" game engines (Bitsy, flick game, etc.) training.

March 2021

[Yeditepe University VCD474](#) (**Game Design Workshop**) Guest Instructor

- Lecturing English twine lesson in game design lesson
- Making the first entry into the programming

March 2021

GamFed Turkey DOT JAM

- 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

- Lecturing 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 <https://apps.apple.com/us/app/detective-runner/id1581073046>
- Plug Challenge <https://apps.apple.com/us/app/plug-challenge/id1581787169>
- Math Bomber <https://apps.apple.com/us/app/math-bomber/id1582161172>

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/ggj-2020>

June 2018

İstanbul Bilgi University GameJam.04

- Futbolun Frekansı <https://piskafir.itch.io/futbolun-frekansi>

March 2018

İstanbul Bilgi University GameJam.03

- HeyTaxi <https://piskafir.itch.io/heytaxi>

SKILLS

Language Skills: Turkish (Native), English (Professional)

Technical Skills: Unity, C#, Python, Game Design

INTERESTS

Games, Music, Food.