



Temuçin Sarıgül

GAME DESIGNER & LEVEL DESIGNER

My passion for games began in childhood and eventually grew into a professional career in game design. I graduated from Istanbul Bilgi University with a degree in Digital Game Design. I have hands-on experience in level design and cinematic development using Unity and Unreal Engine. By combining creativity with technical skills, and leveraging my strong communication and teamwork abilities, I strive to contribute to collaborative projects that deliver impactful and immersive experiences for players

Contact

Phone

+90 544 716 1636

Email

temucin00@gmail.com

Address

Kadıköy, Istanbul

Expertise

Game Design

Level Design

Environment & Atmosphere Design

Lighting Design

Cinematic Design

World Building

Player Experience Optimization

Language

Turkish

English

Interests

Game

Explore

Music

Travel

Movies

Experience

2023 – Present

Spectrum Games

Game Designer & Level Designer

Crafting narrative-driven game mechanics and immersive environments. Responsible for designing levels, atmosphere, and lighting, as well as contributing to overall game design decisions, cinematic storytelling, and player experience optimization.

Education

2017 - 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 \(PC & Console\)](#).
- [Makrantia \(PC & Console\)](#).
- [HyperBall \(PC & Console\)](#).

In Development
2021
2017

Twine Project

- [The Reminder \(Browser\)](#).

2017