ABDULLAH FIRAT

Level Designer

📍 Ankara, Turkey   🔗 Linkedin

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SUMMARY

- 8+ Years Game Industry Experience
- 3 PC/Console & 6+ Mobile Games
- Level, Game, Puzzle Design, Scripting
- Unreal Engine, Unity, Blender, Gaea

SKILLS & TOOLS

Game, Level & Puzzle Design, Blockout, Environment Design, Terrain Design, Gameplay Design, Game Flow Design, Level layout and Documentation, Set Dressing, Prototyping, Playtesting, QA, Scripting, Image & Video Editing

Unity, Unreal Engine, C#, Blueprint, Photoshop, Gaea, Blender, Git, Premier

PERSONAL

Languages: Turkish (N), English (P)
Interests: creativity, art, movies, photography, architecture, gaming

GAMES

Nancy Drew: Mystery Of The Seven Keys

Voluspa

Sticky Slime

EDUCATION

- Photography and Camera
  Anadolu University   2019 - 2020
- Economics
  Hacettepe University   2013 - 2017

PROFILE

As a passionate game maker, I am embarking on a mission to create meaningful and beautiful games. Having designed more than 50 games with hundreds of levels over the course of eight years helped me to reach millions of players globally. Starting as a solo game developer, I gained experience in all aspects of game development with expertise in game design, level design, puzzle design, gameplay design, visual scripting, prototyping, QA, marketing and publishing. To sum up, I am a man who is willing to work, help and learn through colleagues to craft amazing timeless games by delivering my best work possible.

EXPERIENCE

Level Design Contractor
Self Contractor   08/2023 - Present
- Level design works for temporary projects on various PC titles.
- Concept, design, blockout & implementation to Unreal Engine.

Level Designer
Room 8 Studio   05/2022 - 04/2023
- Responsible for level & game design, layout, blockout and documentation for the latest Nancy Drew game.
- Performed collaborative work via meetings with producers, directors, programmers, artists and designers.
- Designed and prototyped mini puzzle games and levels.

Senior Level Designer
Roof Games   10/2021 - 02/2022
- Performed level design & layout design documentation for metroidvania platformer game.
- Puzzle concept, design and implementation to the game engine along with world map desing.
- Designed 3+ hours of gameplay area and 7+ puzzle sections.

Game & Level Designer
MobGe   08/2020 - 09/2021
- Designed concepts, implemented and prototyped various types of mobile games and levels.
- Led junior level designers by providing feedback and support.
- Worked closely with art, programming, and design teams.

Solo Game Developer
Self Published   06/2015 - 08/2020
- Designed games and took over all tasks as solo developer.
- Performed marketing and publishing for my own games.
- Shipped 5 mobile games on App Store, Google Play and Steam.

Please visit www.abdullahfirat.com for detailed portfolio.