ABDULLAH FIRAT

Level Designer

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SUMMARY

- 10+ Years Game Industry Experience
- 3 PC & 7+ Mobile Games
- Level Design, Puzzle Design, Scripting
- Unreal Engine, Unity, Blender, Gaea

SKILLS & TOOLS

Game, Level & Puzzle Design, Blockout, Environment Design, Game Balance, 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, gaming, photography, architecture, movies

GAMES

Nancy Drew: Mystery Of The Seven Keys

Voluspa

Sticky Slime

EDUCATION

- Photography and Camera Operation
  Anadolu University 2019 - 2020
- Economics (Eng)
  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 ten 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 & level design while having a good grasp of 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 immersive timeless games by delivering my best work possible.

EXPERIENCE

Level Designer
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 end to end level design (layout, blockout and documentation, iteration) for the latest Nancy Drew game.
- Performed collaborative work via meetings with producers, game designers, programmers, artists and playtesters.
- Designed and prototyped mini puzzle games and mecahnics.

Senior Level Designer
Roof Games 10/2021 - 02/2022

- Took full ownership for level design & puzzle design for a AA metroidvania platformer game.
- Provided level content, puzzle concepts and implemented them 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 level design for each title.
- Led junior level designers by providing feedback and support.
- Worked closely with art, programming, and design teams.

Game Designer & 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 puzzle games on App Store, Google Play and Steam.

Please visit www.abdullahfirat.com for detailed portfolio.