

ABDULLAH FIRAT

Game & Level Designer

 Ankara, Turkey

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SUMMARY

- 7+ Years Experience
- 2 PC/Console, 6 Mobile Titles
- Level & Puzzle Design Experience
- Unreal Engine 4 & 5, Unity

SKILLS

Game, Level & Puzzle Design, Environment Design & Set dressing, Gameplay Design, Layout Design, Level Blockout and Documentation, Prototyping, Playtesting, QA, Unity, Unreal Engine, C#, Blueprint, Photoshop, Blender, MS Office, Git Version Control, DaVinci Resolve

PERSONAL

Expressive communication, Give & receive feedback, Eager to learn, Adaptive, Team player & friendly, Turkish (N), English (Proficient), Interests: creativity, art, gaming, movies, storytelling, photography

EDUCATION

- Anadolu University, Photography and Camera, 2019 - 2020
- Hacettepe University, (Incomplete) Economics, 2013 - 2016

PROFILE

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

EXPERIENCE

Level Designer, Room 8 Studio 05/2022 - Present

- Level & puzzle design, blockout and documentation for PC titles.
- Performed collaborative design via meetings with international team.

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

- Level design and playtesting for metroidvania platformer. (Cancelled)
- Puzzle concept design and implementation to the game engine.

Game / Level Designer, MobGe 08/2020 - 09/2021

- Concept, design and prototype various types of games and levels.
- Led junior level designers by providing feedback and support.
- Worked closely with art, programming, design and product teams.

Indie Game Developer 06/2015 - 08/2020

- Designed games and took over all tasks as solo developer.
- Published 5 casual puzzle games on the mobile and PC platforms.

GAMES

Unannounced PC Title, Room 8 Studio TBA

Voluspa, Roof Games, PC/Console (Cancelled)

Sticky Slime 3D, MobGe, iOS 2020

Blokmatik, Indie, iOS, Android 2020

Bloku! Indie, iOS, Android 2019

Hexanome, Indie, iOS, Android, PC 2018

Hexa Turn, Indie, iOS, Android, PC 2017

Black Blue, Indie, iOS, Android 2017