

# ABDULLAH FIRAT

## Level Designer

 Ankara, Turkey

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## SUMMARY

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

## 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, Premier Pro, 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, 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 eight 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 - 04/2023

- Level & puzzle design, blockout and documentation for AA title.
- Performed collaborative work via meetings within the international team.

### Senior Level Designer, [Roof Games](#) 10/2021 - 02/2022

- Level design & documentation 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

**Upcoming FPS Puzzle Title, [Room 8 Studio](#)** TBA

**Voluspa, [Roof Games](#), [PC/Console](#) (Cancelled)** 2022

**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