Devrim Kara

Game Designer

Contact

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I am a Game Designer originally from Turkey, with a passion for continually learning and honing my skills in the field of game development.

Nationality

○ American & Turkish

Areas of Focus

○ Game Design and Mechanics

○ Game Systems and Gameplay

○ User Experience (UX) Design

○ Game Development and Programming

Education

⊙ **Game & UX Design**

FutureGames | 2022-2024

⊙ **B.S. in Computer Engineering**

Ted University | 2016-2023

- Studied computer science, mathematics, and engineering disciplines with an emphasis on programming languages, hardware design, and algorithms.

Skills

○ Unity, Unreal Engine

○ Java, C, C#, HTML, Visual Scripting

○ Adobe Photoshop, Adobe Premiere

○ Figma, Miro, Notion, Confluence

○ Jira

Game Experience

⊙ **Simsoft Information Technologies / Simofun | Ankara, Turkey**

Game Designer | Part-Time | August 2021 - May 2022

- As a game designer, I created and managed design documents for Hyper-Casual games, developed core mechanics, and balanced gameplay. I analyzed mobile gaming trends, designed levels, and improved existing game concepts. I conducted testing and bug management using Jira, contributed to game ad content, and collaborated on 30+ projects with cross-functional teams, producing over 40 design documents.

⊙ **Simsoft Information Technologies / Simofun | Ankara, Turkey**

Unity Developer | Internship | June 2021 - July 2021

- Managing the creative and the development processes of a Hyper-Casual game prototype.

Experience

⊙ **Algan Group | Ankara, Turkey**

Java Developer | Internship | July 2019 - August 2019

- Front-end development of an electronic document management web application,
- Working with CSS Framework and JavaScript.