

Ege Ülkü

153/1 Hanımefendi Street, Şişli, Istanbul, 34381, Turkey

+90 505 040 7613 - egeulku345@gmail.com - <https://www.linkedin.com/in/ege-ülkü-2a48a41ba/> - <https://ege-ulku.itch.io> - <https://egeulkusignallogs.com/>

Game Designer

Passionate and versatile Game Designer with 2+ years of experience designing gameplay systems, crafting levels, refining player progression, and integrating narrative moments into gameplay across mobile and PC titles.

Key Skills

- **Gameplay Systems & Mechanics Design**
- **Level Design & Environmental Storytelling**
- **Game Engines (Unity, Unreal)**
- **Game Balancing & Progression Systems**
- **Rapid Iteration & Prototyping**
- **UX Wire framing & System Documentation**
- **Communication & Cross-Disciplinary Collaboration**
- **Fluent in English and Turkish**

Professional Experience

One More Dungeon – Vancouver Film School

Team Lead & Level Designer — 6 Months

A **10-minute narrative-driven dungeon-crawling magic shooter** developed over six months by a team of six at Vancouver Film School under industry-simulated workflows.

- **Directed a major redesign of the game's core systems** and levels mid-production to improve narrative pacing, player progression, and gameplay balance.
- **Designed levels emphasizing player guidance, combat puzzles, and environmental storytelling**, refining design decisions through continuous playtesting.
- Designed spell synergy system that encouraged player experimentation and strategic decision-making.
- **Wrote the full game script** and **implemented all cutscenes**, ensuring narrative moments were clearly delivered in-game.
- **Maintained clear, living design documentation** to align mechanics, level flow, and narrative tone across the project.

Kyoso Interactive

Game Designer — 6 Months

A casual game development studio specializing in mobile titles and live game updates, where I focused on redesigning core systems for *Merge Chef*.

- Led the redesign of ***Merge Chef's*** core gameplay loop and onboarding process, improving internal retention rate.
- **Created UX wireframes and system documentation** to guide implementation across design and development teams.
- Refined the upgrade system and in-game economy to enhance long-term player engagement.

Madbyte Games

Game Designer/Level Designer — Jun 2025 - Present

A prominent studio specializing in high-quality PC and multi-platform titles.

- **Designing and implementing core mechanics** and fundamental gameplay systems for an unannounced project.
- Architecting end-to-end **Level Design systems**, taking direct responsibility for both the high-level design and technical execution of levels.
- Contributing to the **narrative structure** and maintaining comprehensive design documentation to ensure world-building consistency.

Any Games

Game Designer — 4 Months

A mobile game studio focused on fast development and prototyping for the hyper-casual market.

- **Designed and iterated on 3 mobile game prototypes**, with one successfully launched.
- Researched trending mechanics and adapted them into engaging gameplay loops.
- Balanced player progression systems to enhance clarity and retention across casual games.
- Communicated design vision clearly across an agile development team to ensure cohesive delivery.

Additional Projects

Rampage Reset – Vancouver Film School

Designer & Level Designer — 2 months

A first-person puzzle game focused on spatial reasoning and player flow, developed by a team of five at Vancouver Film School within a tight one-month production window.

- **Designed and white-boxed multiple puzzle levels** focused on spatial reasoning and player flow, iterating based on continuous playtest feedback.
- Worked with the art team to transform blockouts into detailed environments using set dressing and spatial storytelling.
- Resolved layout readability issues and fine-tuned pacing between puzzles to improve player experience.
- Accepted the challenge of changing the environmental art direction mid-production and successfully delivered all final levels on time.

Education

Vancouver Film School — Game Design Diploma, 2024–2025

Bau Idea — Game Design Foundation Program, 2018–2019

References

Derek Tam

Senior Instructor at Vancouver Film School

dtam@vfs.com

Glen Hamilton

Senior Instructor at Vancouver Film School

ghamilton@vfs.com