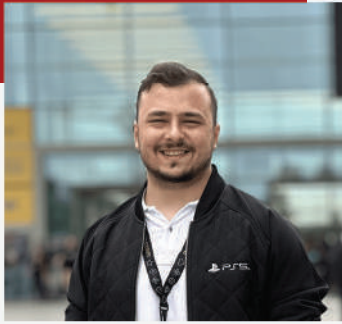


# GAME DESIGNER



## ATABERK ATEŞ

### Personal Info

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### Languages

Turkish **Native**  
English **Fluent**

### Skills

Game Design	<b>Advanced</b>
Technical Design	<b>Advanced</b>
Level Design	<b>Intermediate</b>
Unreal Engine	<b>Advanced</b>
Unity Engine	<b>Advanced</b>
C#	<b>Advanced</b>
C++	<b>Intermediate</b>
Visual Scripting	<b>Advanced</b>
Autodesk Maya	<b>Intermediate</b>
AR & VR Development	<b>Advanced</b>
Git / Plastic SCM / SVN	<b>Advanced</b>
Jira / Confluence	<b>Advanced</b>
Adobe Photoshop	<b>Intermediate</b>








### Education

- Game Design**  
Bahçeşehir University  
Faculty Of Communication
- English Language Teaching**  
Bahçeşehir University  
Faculty Of Education

### Player 1: Character Description

Game Designer with **experience in AAA Games Development**, specializing in Gameplay, System, **Technical**, and Quest design with over **10 years** professional experience. **Shipped 4 games** and developed over **20 games/projects** for various platforms including **PS5 and XboxSX** with **Unity, Unreal and Proprietary Engines**. Passion for the **technical aspects** of games development coupled with **strong design skills**, allows me to dive deeper into what's possible while designing games and systems. I've **taught Game Design** to university students, and my ability to teach has allowed me to **mentor others at work**. I contribute to **BAFTA's** charitable mission as a **full voting member**.

### Experience

- 2023/01**  **Senior Technical Designer**  
PlayStation London Studio (London, UK)
  - Using **studio engine** to design, implement, and maintain gameplay prototypes I am responsible for.
  - Taking charge as the **design owner** for our **AI and Behaviour Tree** technologies, **enemy combat** systems, puppet inheritance hierarchy and level annotations.
  - Collaborating closely with other disciplines to **design, implement**, and maintain **sustainable**, scalable systems and improving creative work processes.
  - Creating **documentation** for key workflows I am responsible for and supporting less technical team members.
- 2023/01**  **Game Designer**  
Gameloft Bucharest (Bucharest, Romania)
  - Worked on a **Multiplayer** open world **AAA project** for **PS5, XBOX & PC**.
  - Using **Unreal Engine** to design, **prototype** and develop sustainable gameplay elements.
  - **Designed** several missions, **levels** and world events from **concept to final stage**.
- 2021/08**  **Senior Game Designer**  
Axell Studio (Istanbul, Turkey)
  - Taking part in **game design**, gameplay **programming** and **networking** in **Unity Engine C#**. Shipped 1 game.
- 2020/05**  **Unity C# Developer (AR)**  
Leo Augmented Reality App (San Francisco / Remote)
  - Leo is an **AR app** that contains growing library of best AR features. It has been selected as **App Of The Day** multiple times by **Apple** and it's one of the **stock apps** installed on devices in **Apple Store's** around the world.
- 2020/04**  **Game Designer & Gameplay Programmer**  
VRTSPACE Full Body VR (Istanbul, Turkey)
  - Designed **core game mechanics** and took part in **gameplay programming** for sensor based **full body tracking VR** system. Shipped one game.
- 2018/12**  **Game Designer & Gameplay Programmer**  
VRTSPACE Full Body VR (Istanbul, Turkey)
  - Designed **core game mechanics** and took part in **gameplay programming** for sensor based **full body tracking VR** system. Shipped one game.
- 2017/07**  **Game Designer**  
Phoenix Interactive (Istanbul, Turkey)
  - I was responsible with designing and developing games for **PC and mobile** using **Unity and C#**.
  - Shipped **2 games for PC** platform and developed **1 game for mobile** platforms but it was not released.

Please visit [ataberkates.com](http://ataberkates.com) for my detailed portfolio.

## GAME DESIGNER



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**A**TEŞ

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## — Developed Games

Unannounced Title	CONSOLE GAME
Gangstar: New York	CONSOLE GAME
The Last One	PC GAME
Speed Of Race	PC GAME
Labyrinth Simulator	PC GAME
Back Streets	MOBILE GAME
Conversus	MOBILE/PC GAME
Compound Wizard	MOBILE/PC GAME
Vrtspace VR Games (3x)	VR GAME
Digital Earthquake	VR/PC GAME
Leo Augmented Reality	AR APP/GAME
Interactive Platform for Blind P.	APP
Nissan Autoshow AR	AR GAME
Pfizer VR Experience	VR EXP.
Dubai Smart City VR	VR EXP.
White Rose VR Showroom	VR EXP.

## — Games I Love !

Assassin's Creed	Bioshock
Ghost Of Tsushima	Final Fantasy 7&9
God Of War	Control
Returnal	Red Dead Redemption
Undertale	Alan Wake 1&2
Death Stranding	Prey(2006)
No Man Sky	Metal Gear Solid 2&3
Hitman	LittleBigPlanet

## — Experience In Teaching

- 2020/09 ● Digital Game Design Teacher  
2017/09 Halkalı Okyanus College - TemaPark Bahçeşehir College
- I was responsible with teaching high school students game design, game development, AR&VR development etc.
  - Students created 7 different games and 2 VR / AR experience using Unity and Unreal.

## — Mentoring, Talks and Lectures

- Limit Break 2023 Mentorship for 2 Mentees
- BAFTA Young Game Designers 2023 Mentorship
- BAFTA Connect 2023 - 2024 Mentorship
- University of Greenwich Guest Lecture - Tech Design
- Bahcesehir University Guest Lecture - Tech Design
- Mentorship for People with Lower Socioeconomic Background - How to break into the industry (2023)

## — Awards

- Casual Connect  
Ukraine Kyiv Indie Prize Finalist  
2017 Casual Connect Ukraine
- GameX Gaming Fair  
Indie Game of The Year Award  
2017 GameX Game Fair
- Turkey Living Lab  
Innovation Contest 1st Place  
2017 Turkish Government
- Brazil Mostrateg  
Computer Science 3rd Place  
2018 Brazil Ministry of Education Rio Grande Do Sul
- OBIT Turkish Innovation Contest 1st Place  
2018 Okyanus Eğitim Kurumları
- OBIT Turkish Innovation Contest 2nd Place  
2017 Okyanus Eğitim Kurumları
- Küçükçekmece Municipality Innovation Contest  
2nd Place  
2019 Küçükçekmece Municipality
- Tubitak Istanbul Europe Region Finals  
Programming 3rd Place  
2018 TUBITAK
- Tubitak Istanbul Europe Region Finals  
Programming 3rd Place  
2017 TUBITAK
- Code Awards Finalist  
2017 Code Awards

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