

GAME DESIGNER



**ATABERK
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— Personal Info

Email: **ataberk@ataberkates.com**
Phone: **+44 7936 766423**
Website / Portfolio: **ataberkates.com**

— Languages

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

— Skills

Design

- Game Design
- Technical Design
- Gameplay Systems
- AI Design
- 3C Design
- Combat Design

Engines & Programming

- Unreal Engine
- Unity
- Proprietary Engines
- Visual Scripting
- C#
- C++

Tools

- P4 / Git / SVN
- Jira / Confluence
- Adobe Photoshop
- Autodesk Maya

— Education

- **Game Design**
Bahçeşehir University
Faculty of Communication

— Player 1: Character Description

- 13+ years in **AAA** and commercial game development
- **Lead Technical Designer** specializing in **Gameplay, Systems Design and AI**
- Shipped 4 games and worked on 20+ projects across **PlayStation, Xbox and PC**
- **Unreal Engine**, proprietary game engines and Unity
- **BAFTA Voting Member**, Judge, and Mentor
- Trusted to **evaluate, mentor**, and develop game design talent through **BAFTA judging, mentorship** programs, and **guest lectures** at leading universities.
- Building **scalable** gameplay systems and **helping develop** the next generation of game designers.

— Experience

Present
2024/07



Lead Technical Designer

Climax Studios (London, UK)

- **Led technical design** initiatives on **EXODUS** across gameplay systems, **AI**, 3C features, tools, scripting, and production pipelines.
- Designed, prototyped, and implemented **reusable gameplay and 3C features** to improve **development efficiency** and maintainability.
- **Line managed** and **mentored** Technical Designers, supporting career development and technical growth.
- Aligned Design, Engineering, Art, and Production through **technical leadership**, while establishing **best practices**, producing documentation, and reviewing gameplay quality.

2024/07
2023/01



Senior Technical Designer

PlayStation London Studio (London, UK)

- Designed, implemented, and maintained gameplay prototypes using the **studio engine**.
- Design owner for **AI, Behaviour Trees, enemy combat systems**, puppet hierarchy, and **3C gameplay** features.
- Collaborated across disciplines to build **scalable gameplay systems** and improve development workflows.
- Created technical **documentation** and **mentored** designers on key workflows.

2023/01
2021/08



Game Designer

Gameloft Bucharest (Bucharest, Romania)

- Developed **gameplay systems** and content for a **multiplayer open-world AAA title** on PS5, XBOX, Nintendo Switch and PC.
- Designed, prototyped, and implemented **scalable gameplay systems** in Unreal Engine.
- Designed **3C features, missions, levels, and world events** from **concept to shipping**.

2021/08
2020/05



Senior Game Designer

Axell Studio (Istanbul, Turkey)

2020/04
2018/12



Technical Game Designer

Leo Augmented Reality App (San Francisco / Remote)

2018/12
2017/07



Game Designer

VRTSPACE Full Body VR (Istanbul, Turkey)

2017/01
2013/11



Game Designer

Phoenix Interactive (Istanbul, Turkey)

Detailed portfolio available at ataberkates.com

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— Selected Projects

EXODUS (2027)

Action RPG Shooter, Single-player, UE5

Developed by Archetype Ent. and Climax

Release for PS5, XBOX and PC

Unannounced First-Party PlayStation Game (2024)

TPS Action, Live Service, Multiplayer

Developed by PlayStation London Studio

Release for PS5

Gangstar: New York Online (2023)

TPS Shooter, Live Service, Multiplayer, UE4

Developed by Gameloft Bucharest

Release for PS5, XBOX, Nintendo Switch and PC

— Favourite Design Inspirations

Assassin's Creed	Bioshock
Ghost Of Tsushima	Final Fantasy 7&9
Mass Effect Trilogy	Control
Returnal	Red Dead Redemption
The Division 2	Alan Wake 1&2
Death Stranding	Prey(2006)
No Man Sky	Metal Gear Solid 2&3
Hitman	LittleBigPlanet
Destiny 2	Monster Hunter: World

— Teaching, Mentorship & Industry Contributions

- Delivered **Game Design lectures**, workshops, and **mentoring** to university, high school, and aspiring game developers.
- Invited to deliver **guest lectures** at **University of Greenwich**, Bahçeşehir University, Özyeğin University, Yıldız Technical University, and other institutions.
- **Mentor** aspiring game designers through **regular online coaching**, portfolio reviews, and career development.
- Supporting the next generation of game designers through **BAFTA**, **Limit Break**, and other industry **mentoring** initiatives.

● Selected Talks & Mentorship

- BAFTA Young Game Designers — Judge & Mentor (2023-26)
- BAFTA E-Mentoring — Mentor (2023-26)
- Limit Break — Mentor (2023-24)
- Mentorship Programme for Underrepresented Talent (2023-24)
- University of Greenwich — Guest Lecture (Technical Design)
- Bahçeşehir University — Guest Lecture (Game Design)
- Özyeğin University — Guest Lecture (Game Design)

— Awards

- **Casual Connect**
Ukraine Kyiv Indie Prize Finalist
2017 Casual Connect Ukraine
- **GameX Gaming Convention**
Indie Game of The Year Award
2017 GameX Game Fair
- **Living Lab**
Innovation Contest 1st Place
2017 Turkish Government
- **Brazil Mostratec**
Computer Science 3rd Place
2018 Brazil Ministry of Education Rio Grande Do Sul
- **OBIT Innovation Contest 1st Place**
2018 Okyanus Eğitim Kurumları
- **Code Awards Finalist**
2017 Code Awards

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