

- Phone +48 794606360
- Email tibetyuksel0@gmail.com
- Location Warsaw (Can Relocate)
- Portfolio www.tibetyuksel.com

Skills

- Level Design
- Level Art
- Blockout
- Lighting
- Urban Planning
- Playtest
- Team Work in Large Groups
- Gameplay Flow
- Environmental Storytelling
- Player Guidance

Awards & Fests

2024 | Istanbul GIST

Participated to showcase our game

2021 | Next in Game Intel ESL Gaming Fest
Best Games (2nd Placement)

2021 | Game Dev Championship
Weekly Fan Favorite

2021 | Izmir Gaming Festival
Participated to showcase our game

2021 | Steam Next Fest
Livestreamed to over 1500 people

Tools

- Unreal Engine 4-5
- Unity
- Mount&Blade Custom Engine
- Procedural Generation
- Unreal Modeling Tool
- Cinematic Sequencer

Volunteering

Member of Lions Clubs International, serving underprivileged children, earthquake-affected regions, and stray animals through volunteer projects.

2024- 2025 | Treasurer of Leo Club
2023- 2024 | Treasurer of Leo Club
2022- 2023 | Secretary of Leo Club
2021- 2022 | Vice President of Leo Club
2020- 2021 | President of Leo Club
2019- 2020 | President of Leo Club
2017- Current | Member of Lions

Language

English - Fluent
Turkish - Native

I hereby give consent for my personal data included in my application to be processed for the purposes of recruitment, in accordance with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 (GDPR).

Tibet Yüksel

Level Designer

Level Designer with 2+ years of experience in Unreal Engine, focused on gameplay flow and environmental storytelling. CD PROJEKT RED Scholarship recipient at Futuregames.

Experience

Level Designer / Insanity Games / Contract Job

June 2024-October 2024

- Collaborated with a dynamic team at Insanity Games as a Level Designer for a 3D action-platformer project.
- Designed an engaging platformer level focused on wave-based combat and boss encounters and level-up progression

Level Designer / Firebyte Games / Full Time

June 2022-July 2022

- Collaborated with Voodoo Games on an ongoing casual cargo simulator project.
- Designed and enhanced game levels to elevate player experience and engagement.
- Balanced in-game economy to optimize player progression and retention.

Level Designer / M8 Games / Full Time

December 2021-May 2022

- Collaborated with Rollic Games to develop and publish weekly game prototypes on the App Store.
- Participated in daily morning meetings to coordinate task distribution and development planning.
- Contributed to a dynamic startup environment at M8 Games, enhancing teamwork and communication skills.

Level Designer-Co-Founder / Pack Studios / Co-Founder

January 2021-December 2021

- Co-Founder and Level Designer at The Pack Studios, a game studio in an incubation center.
- Designed immersive landscapes, cities, and villages for "Ephesus," a 3D survival game.
- Created the game's early access trailer and cinematic using Unreal Engine, enhancing visual storytelling.

Level Designer/ TaleWorlds Mount&Blade Bannerlord/Intern

June 2021-August 2021

- Collaborated within a large team to utilize a custom engine for level design.
- Designed immersive villages and a battlefield, applying core level design principles.
- Gained hands-on experience in both creative and technical aspects of environment creation.

Education

Game Design/ Futuregames (CD Projekt RED Scholarship Recipient)

2024-2026

- Attending a 2 year Game Design program where I collaborated with students on 4 different game projects. Awarded the CD PROJEKT RED Scholarship after being selected from the finalist candidates. Specialized in Level Design,focusing on gameplay flow, environmental storytelling and player experience.

Software Engineering (coursework)/ Celal Bayar University

2018-2024

- Studied Software Engineering and completed my thesis project focused on game development.