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## Skills

- Level Design
- Level Art
- Blockout
- Lighting
- Urban Planning
- Playtest
- Team Work in Large Groups
- Gameplay Flow
- Environmental Storytelling
- Player Guidance
- Worldbuilding
- Encounter Design
- Mobile Game Design
- Performance Optimization

## Tools

- Unreal Engine
- Unity
- Mount&Blade in-House Engine
- Procedural Generation
- Unreal Modeling Tool
- Cinematic Sequencer
- Jira
- P4V

## Fests & Award

2024 | Istanbul GIST

**Participated to showcase our game**

2021 | Next in Game Intel ESL Gaming Fest

**Best Games (2<sup>nd</sup> 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**

## Volunteering

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

2023- 2025 | Treasurer of Leo Club

2019- 2021 | President of Leo Club

2017- 2025 | Member of Lions

## Language

English - Fluent (C1)

Turkish - Native (C2)

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

Experience in mobile and PC games , combat arenas , open world and medieval environment design. Internship at TaleWorlds (Mount & Blade: Bannerlord). Using 1 in-house engine , Unity and Unreal Engine.

## Experience

### Level Designer / Futuregames / 1 Month Project (Bloodsucker)

09/2025 - 10/2025

-Sole Level Designer on a 4-person team , designing a full 7-stage gothic dungeon-like castle environment for a narrative driven combat game.

-Integrated sunburn mechanic forcing navigation between light and dark zones, encouraging tactical positioning and risk-based decisions.

-Rescoped and redesigned majority of the level after team reduced from 10 to 4 members mid-production. Preserved core combat experience with making the level tighter and keeping the intensity same.

### Lead Level Designer / Futuregames / 2 Month Project (Luna)

04/2025 - 06/2025

-Led a 3-person level design team for a platformer built around a moonlight survival mechanic in Unreal Engine.

-Designed final section, surrounding map, and cinematic area with deliberate shadow placement to reinforce core mechanics.

-Structured puzzle pacing for a controlled difficulty curve, prioritizing environmental storytelling over dialogue.

### Level Designer / Insanity Games / Contract Job

06/2024 - 10/2024

-Designed 2 interconnected zones (open-world wave arena and boss chamber) for a 4-player co-op action platformer in Unreal Engine.

-Built tutorial level focused on onboarding players into core combat mechanics.

-Utilized PCG toolset for open-world environment construction.

### Level Designer / Firebyte Games / Full Time

06/2022 - 07/2022

-Designed a 15-city open-world sandbox layout in Unity for a casual cargo delivery simulator shipped with Voodoo Games.

-Rebalanced AI truck driver routing from nearest-city to most-profitable-city logic to prevent economic inflation.

-Iterated on city placement based on AI simulation testing to distribute wealth accumulation evenly across the map.

### Level Designer / M8 Games / Full Time

12/2021 - 05/2022

-Designed tutorial levels and progression systems for hypercasual prototypes using Unity shipped on the App Store with Rollic Games, focusing on early retention and drop-off reduction.

### Level Designer/ Pack Studios / Full Time

01/2021 - 12/2021

-Designed full city layout for "Ephesus," a 3D survival game released on Steam Early Access including road networks, residential zones, shops, NPC routines, and landmark recreation with modular assets (Temple of Artemis).

-Built interior and exterior spaces for functional shops and village clusters.

-Created two cinematic trailers using Unreal Engine Sequencer, directing in-engine shots and handling final video edits.

### Level Designer/ TaleWorlds Mount&Blade Bannerlord/Intern

06/2021 - 08/2021

-Designed 2 villages and 1 battlefield environment using an in-house engine within a professional production pipeline.

-Applied blockout techniques and core level design principles in a large team setting.

## Education

### Futuregames / Game Design (CD Projekt RED Scholarship Recipient)

2024-2026  CD PROJEKT

-CD Projekt RED Scholarship Sole Recipient, Specialized in Level Design, shipped 4 different games on itch

### Software Engineering (coursework)/ Celal Bayar University

2018-2024

-Completed thesis on game development, building a 2D platformer in Unity.