•Phone +48 794606360
•Email tibetyuksel0@gmail.com
•Location Warsaw
•Portfolio www.tibetyuksel.com
•Linkedin www.linkedin.com/ty

Skills

•Level Design
•Encounter Design
•Quest Design
•Blockout
•Worldbuilding
•2D Mockups
•Player Guidance
•Lighting
•Level Art
•Urban Planning
•Playtest
•Gameplay Flow
•Environmental Storytelling
•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 (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

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 PC games, combat arenas, open world and medieval environment design. Using 1 in-house engine, Unreal Engine and Unity. RPG player with a focus on narrative-driven level design. CD Projekt RED Scholarship Recipient

Experience

Level Designer / VARSAV Game Studio / Internship
07/2026 - Present
-Game 1 (Unity): Handled full level design of 1 zone and level art for 2 zones.
-Game 2 (Unreal Engine): Designing maps based on a given narrative.

Level Designer / 1 Month Project / Trpola
02/2026 - 03/2026
-Solo designed a medieval RPG town in Unreal Engine around a 7-stage murder investigation quest with two resolutions (peaceful confession vs. violent execution).
-Applied urban planning to the layout, enabling UI-free navigation through landmarks and NPC dialogue.
-Handled full pipeline from paper design to playable blockout.

Level Designer / 1 Month Project / Bloodsucker
09/2025 - 10/2025
-Solo Level Designer on a 4-person team, designing a 7-stage gothic castle for a combat game.
-Integrated sunburn mechanic forcing navigation between light and dark zones.
-Rescoped and redesigned majority of the level after team reduced from 10 to 4, preserving core combat.

Level Designer / 2 Month Project / Luna
04/2025 - 06/2025
-Led a 3-person level design team for a moonlight survival platformer in Unreal Engine.
-Designed final section, surrounding map and cinematic area.

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.
-Utilized PCG toolset for open-world environment construction.

Level Designer / Firebyte Games / Full Time
06/2022 - 07/2022
-Designed a 15-city open-world layout in Unity for a cargo delivery simulator with Voodoo Games.
-Rebalanced AI truck routing and city placement to prevent inflation and distribute wealth evenly.

Level Designer / M8 Games / Full Time
12/2021 - 05/2022
-Designed tutorial levels and progression systems for mobile prototypes using Unity with Rollic.

Level Designer / Pack Studios / Full Time
01/2021 - 12/2021
-Designed full city layout for "Ephesus," a survival game on Steam Early Access, including Temple of Artemis recreation.
-Built interior and exterior spaces for shops and village clusters.
-Created two cinematic trailers using Unreal Engine Sequencer.

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
-Selected by CD Projekt RED as top of the design course.
-Specialized in Level Design, shipped 4 different games on itch.

Celal Bayar University (coursework) / Software Engineering
2018-2024
-Completed thesis on game development, building a 2D platformer in Unity.