



Tibet Yüksel

Date of birth: 03/08/1999

Place of birth: Izmir, Türkiye

Nationality: Turkish

Gender: Male

CONTACT

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europass

ABOUT ME

Hi, I'm Tibet a game and level designer skilled in Unreal Engine and Unity I focus on creating visually engaging environments and developing narratives for storytelling. Currently, I'm a student at FutureGames Warsaw x CDPR, improving my skills in game development. Back in the days I was a student in a Software Engineering program at university, but I fully transitioned into the game industry after gaining hands-on experience and opportunities in the field.

WORK EXPERIENCE

31/01/2021 – 02/01/2022 İzmir, Türkiye

Level Designer Pack Studios

Co-founded Pack Studios and worked as a Level Designer on Ephesus (3D RPG/ Survival).

Responsible for designing landscapes, cities, and villages, including both exterior and interior environments.

Created the Ephesus Early Access trailer using Unreal Engine.

04/07/2021 – 29/08/2021 Ankara (Remote), Türkiye

Level Designer Intern TaleWorlds Entertainment

- Completed a Level Design internship at TaleWorlds Entertainment for Mount&Blade:II Bannerlord.
- Gained hands-on experience with the Orange Box method and learned how level design principles and environmental details contribute to an immersive experience.
- Designed multiple villages and battlefields, focusing on visual quality and world-building.

02/01/2022 – 04/04/2022 İstanbul (Remote), Türkiye

Game & Level Designer M8 Games

- Worked at M8Games, a studio affiliated with MedYapım and in collaboration with Rollic Games.
- Responsible for creating game concepts and prototypes in the Hypercasual genre.
- Designed accessible and engaging levels to ensure a broad player base.
- Developed and pitched multiple game ideas weekly, selecting the most promising concepts to execute within sprint cycles for publishing.
- Gained valuable experience in team collaboration and agile development.

01/06/2022 – 01/07/2022 Remote, Romania

Game & Level Designer Firebyte Games

- Joined Firebyte Games, a Romania-based studio partnered with Voodoo Games.
- Contributed to an ongoing game project, focusing on:
 - Game economy balancing
 - Level design improvements
- Worked in an international team environment for the first time, gaining cross-cultural collaboration experience.
- Unfortunately, the Hypercasual department was discontinued shortly after my arrival.

01/06/2024 – 10/10/2024 Izmir, Türkiye

Level Designer Insanity Games

- Worked as a freelance Level Designer for Insanity Games, contributing to an ongoing game project.
- Designed a tutorial map to introduce players to core mechanics.
- Created an open-world map, focusing on exploration, navigation, and environmental storytelling.

GAMES I HAVE DESIGNED

31/01/2021 – CURRENT

as Game and Level Designer

Ephesus

<https://store.steampowered.com/app/1586150/Ephesus/>

Magic vs Mind

<https://store.steampowered.com/app/1289320/MvsM/>

Furniture Unboxing

<https://apps.apple.com/us/app/furniture-unboxing/id1609449274>

Super Agent

<https://apps.apple.com/us/app/super-agent/id1616501716>

Food Slicer

<https://apps.apple.com/us/app/food-slicer/id1613188191>

Lipstick Master

<https://apps.apple.com/us/app/lipstick-master/id1609448136>

Fall Shifter

<https://apps.apple.com/us/app/fall-shifter/id1609287188>

Ram Rush

<https://apps.apple.com/us/app/ram-rush/id1608695822>

Urban Clash

<https://apps.apple.com/us/app/urban-clash/id1615068798>

Soccer Stack

<https://apps.apple.com/us/app/soccer-stack/id1613342461>

Route-66

https://play.google.com/store/apps/details?id=com.kyugames.route66&hl=en_US&gl=US

EDUCATION AND TRAINING

13/10/2018 – CURRENT Manisa, Türkiye

Software Engineer Student Manisa Celal Bayar University

01/06/2024 – CURRENT

Graphic Design Student Istanbul University

Website <https://www.istanbul.edu.tr/tr>

24/09/2024 – CURRENT Warsaw, Poland

Game Design Futuregames Academy

LANGUAGE SKILLS

MOTHER TONGUE(S): Turkish

Other language(s):

English

Listening C1

Spoken production C1

Reading C1

Spoken interaction C1

Writing C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Unity 2D/3D | Unreal Engine | Adobe Photoshop 2018 | C# | Git | Miro | Jira

VOLUNTEERING

28/10/2018 – CURRENT Turkey

Leo Member

I became a member of Leo Club at 2018.
President of Izmir Imbat Leo Club at 2020
Vice President of Izmir Imbat Leo Club at 2021
President of Izmir Imbat Leo Club at 2022
Secretary of Izmir Imbat Leo Club at 2023
Treasurer of Alsancak Leo Club at 2024