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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.

Experience

Level Designer / 1 Month Project / Trpola

02/2026 - 03/2026

-Solo designed a **narrative-driven medieval RPG town** in **Unreal Engine** built around a 7-stage **murder investigation quest** with branching persuasion/threat and two divergent resolutions (peaceful confession vs. violent execution).

-Applied **urban planning** research to the town layout, separating craftsmen from residential zones and placing a dominant **landmark** for city-wide orientation, enabling marker-free navigation through diegetic cues (crowd density, church as compass, NPC dialogue).

-Handled full **pipeline** from paper design to playable blockout, including landscape sculpting, lighting, PCG, environmental storytelling (crime scene props, abuse evidence, tracking trails)

Level Designer / 1 Month Project / Bloodsucker

09/2025 - 10/2025

-Solo 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.

Level Designer / 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.

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 sandbox** layout in Unity for a casual cargo delivery simulator 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 mobile prototypes using Unity with Rollic

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.