



BERKAY ÖZTÜRK

GAME PRODUCER

PERSONAL

I am working in the mobile game industry for 3 years and worked with teams with multidisciplinary fields. I started as a game developer developed over 45 prototypes. I can call myself a generalist because I was responsible for all aspects of the game design, game art, development, level design, marketing. Some of the games I designed and developed has been downloaded over 10 million times and reached #1 in US App Store. I improved my game design skills quickly and became a full-time Game Producer. I lead a studio of 4 people we developed my game ideas and published them.

My current focus is game design mostly interested in core game mechanics and level design. I am still improving my skills on game art, visual design because creating great experiences require overall understanding of game as a whole.

date of birth 13.10.1996

CONTACT

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WORK EXPERIENCE

Good Job Games (Istanbul, Turkey)

Game Designer & Producer, *September 2020- March 2021*

- Created successful hyper casual games from ground up. (10M+ downloads)
- Produced new game ideas with a studio.
- Lead studio of 5 people consisting of game developers and game artists.
- Lead game design team (3 months)
- Worked with growth team to optimize games for high retention and low CPI.

Good Job Games (Istanbul, Turkey)

Game Designer & Developer, *January 2020- September 2020*

- Created 15+ prototypes for my game design ideas.
- Developed hypercasual games using Unity engine from ground up.
- Developed tools for level design.
- Pitched game design ideas.

The Bob Games (Istanbul, Turkey)

Game Designer & Developer, *November 2018 - January 2020*

- Created 30+ prototypes for my game design ideas.
- Developed hypercasual games using Unity engine from ground up.
- Created necessary game art using Illustrator and Blender.
- Worked with publishers to improve gameplay and design.

EDUCATION

Bilkent University - Ankara, Turkey

Bachelor of Science in Information Technology, 2014-2018

- Graduated with a GPA of 3.0/4.0
- Chairman of Free Software Society
- Active member of Bilkent Game Developers society.
- Took courses in game design, sound design, visual design.
- Developed a social gaming platform and won "Most Innovative Project" award.