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## EDUCATION

**VIZJA University – Computer Science, Master's (2026 – present)**

**Futuregames Warsaw – Game Design (2025 – 2026)**

**Bahçeşehir University – Digital Game Design (2021 – 2025)**

- Participated in 17 game jams (including 4 BAU Game Jams) and worked as a student assistant on 5 game jams.

## CORE SKILLS

- **Game Design:** Core loop, combat/system design, encounter/level pacing, balancing, onboarding
- **Prototyping/Scripting:** Unreal Engine 5 Blueprints; Unity C#; quick graybox → playtest cycles
- **Publishing:** Steam store page, trailers & screenshots, Steam Next Fest, build uploads
- **Tools:** UE5, Unity, Figma, Photoshop, Blender (basic), Git/Plastic SCM, Trello/ClickUp, Confluence/Notion
- **Production & QA:** Scope control, sprint planning, test case writing

## ACHIEVEMENTS

- **Lizard Simulator (2026):** 1,600+ demo installs at **Steam Next Fest**.
- **DEVHELL (2022):** Showcased at **GIST**; Witty Award at **BUG Spring Jam**.
- **Free Guy (2023):** Mağara Jam finalist (Top 15).
- **Asea's Paracosm (2024):** Accepted into **OGEM** incubation.

## LANGUAGES

- English: Professional working proficiency
- Turkish: Native/Fluent

## VOLUNTEERING

**BUG ZONE | Founding Member:**

- Organized on-campus & online events.
- Managed content & community.

## HOBBIES

- Content creation (YouTube/IG)
- Calisthenics · Volleyball · Tennis · Football

# Murat Tunç

## Game Designer

## SUMMARY

Systems-driven designer delivering reactive worlds and clear first-session experiences. Co-developer of Lizard Simulator on Steam, whose Next Fest demo passed 1,600 installs. UE5 Blueprints + Unity C#, 17+ jam prototypes, strong documentation in Figma/Docs.

## PROJECTS

**Lizard Simulator — Co-Developer (UE5, Steam)**

- Came up with the **concept** and **co-designed the mechanics** (tongue grab, wall climb, ragdoll, NPC panic) through fast, fun-first prototyping.
- **Owned publishing & marketing:** Steam store page, trailer and screenshots, **Next Fest** submission, demo builds, social media and creator outreach.
- Shared production: roadmap, playtesting/QA, and **reading post-Fest data** to set the next design direction.

**Scope:** Commercial PC game • Team: 2 • Next Fest demo: 1,600+ installs

**Overbrewed — Game Designer (UE5, Futuregames team project)**

- Asymmetric 2-player co-op potion shop; **communication is the core mechanic**.
- **Cut the trailer** (Sequencer), built the **burning-text UI effect**, wrote the in-world posters.

**Scope:** LAN co-op prototype • Team: 12 • Released on itch.io (June 2026)

**Demon's Motel — Game Designer (UE5)**

- Co-led ideation; **co-authored GDD** (pillars, realm progression, encounter templates); scoped the vertical slice.
- Designed combat and implemented enemy **AI (Behavior Tree / Blackboard)**; built a "reactive" companion & branching dialogue (**Articy → Blueprint flags/variables**).
- Prototyped **UI** and shipped **UMG HUD/prompts**; created hand & puppet animations; **produced the opening cinematic video**.

**Scope:** Vertical slice • Team: 6 • Duration: 5–6 months • **Tools:** UE5, Articy, Figma

**Asea's Paracosm — Game Director (Unity)**

- **GDD + reactivity map**; in-engine blockouts (spaces/traversal/sightlines); playtest-driven milestones and scope.

**Scope:** Demo • Team: 6 • Duration: 3 months • **Tools:** Unity, Figma, ClickUp

**Free Guy — Game Designer**

- **Owned dialogue & interaction flow in Figma** (nodes, conditions, state flags) as the single source of truth.
- Scoped the **core loop + meta beats**; coordinated handoff to implementation.

**Scope:** Jam prototype • Team: 5 • Duration: 72 h • **Tools:** Figma

## WORK EXPERIENCE

**TaleWorlds Entertainment | QA Tester Intern**

*July 2024 to September 2024*

- Conducted gameplay testing for Bannerlord, ensuring smooth user experience through manual and automated testing.
- Collaborated with developers using Plastic SCM to reproduce and verify bug fixes.
- Authored performance reports and contributed to test case updates, improving QA workflows.

**Cultic Games | QA Tester Intern**

*November 2022 to January 2023*

- Identified and documented bugs, glitches, and inconsistencies; provided actionable feedback to the QA team.

**Bahçeşehir University | Faculty Assistant**

*April 2022 to August 2022*

- Tracked faculty events and managed content for social media, increasing engagement.