

# SU KIZILAGAC

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## EDUCATION

- Master of Arts** — Games Design, UAL: London College of Communication, London [2017 – 2018]
- Bachelor of Arts** — Business Administration, Koç University, Istanbul [2009 – 2013]
- Erasmus Exchange Program – Universidad Complutense de Madrid, Spain [2012]
- Bilingual High School Diploma** — American Collegiate Institute, Izmir [2004 – 2009]
- Rotary Student Exchange Program – Masuk High School, Connecticut, USA [2006 – 2007]

## WORK EXPERIENCE

- Game Designer** — Gram Games, London [Apr. 2019 – Present]
- Design and production management for Merge Dragons!, a top grossing puzzle adventure game on mobile platforms
- Create new engaging game systems, features, levels and other fun experiences for the large player base
- Release, analyse and iterate over design ideas to meet the product goals
- Coordinate and run the live operations, including A/B tests and in-game events
- Design tools and solutions to improve recurrent processes
- Monetization design and game balancing based on data analytics
- Implementation with Unity3D (C#), spreadsheet software (Excel, Google Sheets), third-party tools (Tiled, Adobe Photoshop) and internal development tools
- Part of a highly skilled and KPI-driven team, working in collaboration with programmers, artists, data scientists and business analysts everyday
- Level Design Intern** — Gram Games, London [Nov. 2018 – Apr. 2019]
- Created new levels and gameplay content
- Designed multiple systems and tools for standardising the balancing of in-game events
- Worked in collaboration with senior creative director, product managers, game designers, artists and developers
- Game Balancing Intern** — Gram Games, London [Aug. 2018 – Nov. 2018]
- Gameplay and game economy balancing for Merge Kingdom!, a mid-core MOBA title with merge and RPG elements that was in soft-launch on mobile platforms
- Balanced the hard currency costs of game items, speed-ups and loots
- Created relationship flowcharts of different game systems and cause and effect diagrams
- Modelled the progression of newly-integrated values, such as experience (XP) and hero power
- Distributed rewards and hero promotion gears, calculating their added-values, throughout the campaign
- Worked in close collaboration with the senior designer, project lead, BI and data scientists
- Project Coordinator** — Dogus Group, Istanbul [Jan. 2014 – Aug. 2016]
- Initiated and managed the mobile game project targeted to children, raised budget from the executive board
- Coordinated the overseas solution partners based in Copenhagen, Barcelona and London, supervised design and development process of the game
- Showcased the game demo at World Economic Forum 2016 in Davos, Switzerland
- Produced two short documentary films on Göbeklitepe archaeological site with National Geographic
- Films were premiered in World Economic Forum 2016, and later distributed globally
- Represented the company at National Geographic Society – Explorers Week Seminars in Washington DC, USA