

# SU KIZILAGAC

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## PROFILE

Game Designer based in London, with a background in brand strategy and project management, currently seeking for a full-time position in an innovative videogame company

## SKILLS

### Game Design & Development

- Iterative, empathic design; level design; UX design; paper prototyping, rapid digital prototyping; game deconstruction
- Tools: Unity (C#), Adobe Illustrator, Adobe Photoshop, Blender, Arduino

### Gameplay & Game Economy Balancing

- Game maths, modelling with spreadsheet software; analytical design; monetisation
- Tools: Microsoft Office and Google Docs suite (Proficient in Excel), SQL (Basic)

### Languages Spoken

- English (Fluent), Spanish (Advanced), Turkish (Native)

## EDUCATION

**Master of Arts – Games Design, UAL: London College of Communication, London** [2017 - 2018]

- Expected date of graduation: 07 December 2018

**Bachelor of Arts – Business Administration, Koç University, Istanbul** [2009 - 2013]

- Studied at Universidad Complutense de Madrid, Spain for a semester with Erasmus Exchange Program

**Bilingual High School Diploma – American Collegiate Institute, Izmir** [2004 - 2009]

- Studied at Masuk High School, Connecticut, USA for a year with Rotary Student Exchange Program

## WORK EXPERIENCE

**Level Design Intern – Gram Games, London** [Nov. 2018 - present]

- Merge Dragons! new saga levels creation, UX design and game content development

**Game Balancing Intern – Gram Games, London** [Aug. 2018 - Nov. 2018]

- Gameplay and Game Economy Balancing for the mid-core, F2P MOBA title with merge and RPG elements
  - Worked in close collaboration with the senior designer, project lead, BI and data scientists
  - Balanced the hard currency costs of game items, speed-ups and loots for higher conversion and ARPPU
  - Created relationship flowcharts of different game systems and cause and effect diagrams
  - Modelled the progression of newly-integrated experience (XP), hero power, health and damage values
  - Distributed rewards and hero promotion gears, calculating their added-values, through out the campaign

**Thematic Projects, Strategic Partnerships & Brand – Doğuş Group, Istanbul** [Jan. 2014 - Aug. 2016]

- Mobile Game Project Management
  - Initiated the mobile game project targeted to children, and raised the budget
  - Coordinated the overseas solution partners located in Copenhagen, Barcelona and London, supervised the design and development process, created the brand identity
  - Showcased the game demo at World Economic Forum 2016 in Davos, Switzerland
- National Geographic Partnership Management, concerning Göbeklitepe archaeological site
  - Published two short documentary films which were premiered in WEF 2016 and later distributed globally
  - Conducted the production of the films working closely with the NG team in Washington DC.
- Recruited and groomed project assistants for the department

### Volunteer Work

- Battersea Dogs & Cats Home, London [2018] – customer relations, re-homing staff coordination
- Dreamstalk, Istanbul [2013 - 2016] – operations, business development and sponsorship framework support