Utku Mert Degirmenci

Senior Game Designer

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Professional Summary

Experienced Game Designer with a strong track record of over 5 years, adept at crafting captivating and innovative game concepts. Skilled in fostering collaboration, delivering polished prototypes, and meeting project specifications. Thrives in high-pressure environments, consistently delivering high-quality projects. Adaptable team player with a diverse skill set and the ability to utilize technology resources effectively. Open to feedback and committed to surpassing expectations. Proficient in the complete SDLC.

Skills

Gameplay Design	Pacing and Level Design
Narrative Design	Character, Controls, Camera (3C)
Systems Design	Storytelling
Monetization	Data Analyzing
Effective communication	Teamwork and Collaboration

Work History

Senior Game Designer, Midcore, 12/2022 to Current
Panteon – Ankara, Turkey

- Collaborated as a Game Designer on an unannounced mobile 4x strategy game, contributing to the overall design and development process.
- Played a key role in writing and maintaining the Game Design Document (GDD), ensuring clear communication and alignment among the development teams.
- Managed and coordinated the implementation of various game features, effectively collaborating with multiple teams.
- Focused on systems and gameplay design—including combat systems, balancing, and economy—applying technical problem-solving and data-driven iteration to create cohesive, replayable, and engaging player experiences.
- Utilized a range of tools, including Excel and Machinations, to optimize workflow efficiency and streamline the game development process.
- Successfully worked under tight deadlines and in a fast-paced environment, consistently delivering quality work.

Game Designer, 05/2021 to 12/2022
Panteon – Ankara

- Developed 100+ prototypes, demonstrating versatility and creative thinking.
- Contributed to the successful global launch of 6 games, amassing a total of 100+ million downloads.
- Managed the full product life cycle, from pre-production to live operations.
- Led and coordinated multiple development teams concurrently, ensuring smooth collaboration and efficient workflow.
- Generated game ideas targeting specific KPI values, showcasing strategic thinking and understanding of player engagement.
- Collaborated closely with growth and creative teams to enhance game design and optimize player experience.
- Conducted data analysis and implemented A/B tests to improve game performance.
- Created well-documented designs and implemented engaging gameplay features.

- Stayed up to date with the latest market trends and incorporated relevant insights to drive success.

Game Designer / Developer, 03/2020 to 04/2021
Bizkit Games – Istanbul, Turkey
- Designed and developed game mechanics and various gameplay that can suit hyper-casual market needs.
- Tweaking prototype features that is both related with art and gameplay to match our publisher's desirable KPI's.
- Balanced and adjusted gameplay experiences to increase critical and commercial success of product.
- Communicated with art, production and programming teams to design innovative game elements and optimize quality for better player experiences.
- Prioritized tasks and carefully managed time to consistently meet delivery dates.
- Worked closely with Creative Director to break down project goals into various job duties and tasks.
- Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.

Education

Bachelor of Science: Computer Engineering, 09/2014 to 20190
Çankaya University - Ankara, Turkey

Software and Tools

Game Development Engines
Unity, Unreal Engine

Game Design
Excel / Google Sheets, Machinations

Source Control
Git, Perforce

Production
Jira, Linear

Communication
Slack, Discord

Productivity
Nuclino, Miro, Notion, Things 3

Interests

Horror Literature

Fantasy Literature

Sim Drifting

RPG Games

Competitive Games

Magic The Gathering