

UTKU MERT DEGIRMENCI

SENIOR GAME DESIGNER

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PROFESSIONAL SUMMARY

Senior Game Designer with 6+ years of experience designing, prototyping, and launching commercially successful mobile games, with transferable expertise for PC and console. Contributed to 150+ prototypes and 6 globally launched titles reaching 150M+ downloads. Owns gameplay and systems end-to-end, including core loops, combat, meta systems, progression, and live ops. Focused on systemic design, economy balancing, player motivation, and data-driven iteration across F2P, premium, and hybrid models. Cross-functional leader aligning design, production, and business goals.

LINKS

[Portfolio](#)

SKILLS

Game Design & Development: Core gameplay loop design, Level design, Combat and encounter design, Systems design, Meta systems, Progression architecture, AI Design, Multiplayer Design, Narrative Design

Monetization & Economy Design: Free-to-play monetization systems, In-App Purchases, Subscription Models, Battle Passes, Gacha mechanics, Reward Systems, Economy balancing

Data Analysis & Live Operations: KPI definition, Tracking (Retention, ARPDAU, LTV), Data analysis, A/B testing, Long-term live-ops strategy

Production & Project Management: Agile workflows, Roadmap planning, Feature scoping, Design documentation, Cross-functional alignment, Strategic planning

Tools & Technologies: Unity, Unreal Engine (Blueprints), Machinations, Excel, Jira, Linear, Miro, Notion

WORK HISTORY

Senior Game Designer, Panteon

Dec 2022 to Present

Ankara

- Collaborated as a Game Designer on an unannounced mobile 4x strategy game, contributing to the overall design and development process.
- Championed clear communication and alignment amongst diverse development teams, authoring 60%+ of the Game Design Document and reducing critical bugs related to core game systems by 40%.
- Spearheaded daily collaboration across art, engineering, and QA teams to implement 3+ game features monthly, while also mentoring two junior designers to meet deadlines and exceed player satisfaction targets.
- Designed and balanced core PvE and PvP combat systems and hero progression mechanics, ensuring balanced impact across 4 rarity tiers.
- Optimized the tempo of early- to mid-game encounters and in-game resource distribution, sustaining captivating short- and long-term objectives for players and boosted average playtime by 15%.
- Tuned meta-progression systems and reward systems, increasing player retention by 20%.
- Crafted early player experience and narrative-driven onboarding, increasing playtime by 15%.
- Integrated key 4X mechanics and hero roles, ensuring each hero delivered meaningful tactical impact.

Game Designer, Panteon

May 2021 to Dec 2022

Ankara

- Conceptualized and built over 150 game prototypes with highly polished gameplay mechanics, showcasing broad creative talent and design versatility across diverse game genres.
- Contributed to the successful global launch of 6 games, amassing a total of 150+ million downloads.
- Orchestrated end-to-end production for 4 mobile game titles, from initial concept to live operation, utilizing player feedback to refine game mechanics and improve KPIs.
- Led and coordinated three 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.

Game Designer / Developer, Bizkit Games
Istanbul

Mar 2020 to Apr 2021

- Forged unique game mechanics and varied gameplay options optimized for the hyper-casual gaming audience, leading to a 15% increase in conversion rates from free to paying users.
- Fine-tuned prototype features aligning art and gameplay with publisher KPIs.
- 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.
- Orchestrated project specifications into defined tasks for art, programming, and production, accelerating prototyping by 20% through improved documentation and task clarity for the team.

EDUCATION

Cankaya University
Bachelor of Science, Ankara
Computer Engineering

Sept 2014 to Jan 2019