

Ali Baran Tayanç

Game Designer · Digital Game Design Graduate, Bahçeşehir University

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SUMMARY

Digital Game Design graduate (full scholarship) from Bahçeşehir University, working mainly in Unreal Engine 5 and Unity. Designed and produced TOGG's first in-car game at Neva Medya, shipped a game jam winner on Steam, and built a solo serious game in UE5. Strongest in system and level design, and in scoping a project so it actually ships.

EXPERIENCE

Neva Medya — Game Designer & Producer

October 2024 – January 2025 (2-month internship + 2 additional paid months) · İstanbul, Türkiye

- Designed Pit Party, an arcade minigame collection for TOGG's in-car dashboard — the platform's first game. Mario Party-style format: players run through back-to-back minigames and the highest total score wins.
- Owned minigame and level design across the collection, and ran production for a two-person team: scope, pipeline and schedule.
- Built in Unity (C#) and delivered in four months.

PROJECTS

Oh, Darling — Team project, published on Steam

BUG Game Jam, Bahçeşehir University

- Won 1st place university-wide and released on Steam: store.steampowered.com/app/2686360

School Flow: The Ocean Balancer — Solo project, Unreal Engine 5

Serious Games final project

- A serious game about keeping an ocean ecosystem in balance; presented to WWF Türkiye.

VR Robot: A Trash Tale — Team project, Meta Quest 2

TH Köln, Erasmus Exchange, Spring 2024 · Game and mechanics design, project management

- Cozy VR game about cleaning a gallery alongside a robot companion; designed the player-robot interaction and cleaning mechanics, and ran the board in Jira and Confluence for a six-person international team.

EDUCATION

Bahçeşehir University — Digital Game Design

2020 – 2025 · Full Scholarship · GPA: 3.10

TH Köln (Erasmus Exchange) — Digital Game Design

Spring 2024 · Cologne, Germany

SKILLS

Engines: Unity (C#), Unreal Engine 5 (C++), Godot

Design: System design, level design, minigame design, prototyping, production and scoping

Art & Media: Blender, Maya, Photoshop, Illustrator, Premiere Pro, After Effects, DaVinci Resolve

Tools: Jira, Confluence, Notion, Figma, MS Office

LANGUAGES

Turkish (Native) | English (Advanced – C1, fluent speaking) | Spanish (Basic – A1)

AWARDS

- BUG Game Jam 2021 – “Oh, Darling” – 1st place (team project, published on Steam)
- Global Game Jam 2023 – “Hoard-like” – 4th place (international jam)

INTERESTS

Music production (beat making), vinyl record collecting