Ali Baran Tayanç

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Game Designer

Systems · Mechanics · Production
Istanbul, TR · Open to work, 2026

HIGHLIGHTS

First game on TOGG's in-car platform
ABT-001 · Pit Party

1st place, BUG Jam · on Steam
ABT-003 · Oh, Darling

Erasmus, TH Köln
ABT-004 · VR Robot: A Trash Tale

4th place, Global Game Jam 2023
ABT-008 · Hoard-like

EXPERIENCE

Neva Medya · Game Designer & Producer
Oct 2024 – Jan 2025 · 2-month internship + 2 additional paid months · Istanbul

Pit Party for TOGG's in-car dashboard, team of 2: game, level and UI design, project management. Delivered as the platform's first game.

EDUCATION

2020–2025	**Bahçeşehir University** · Digital Game Design · Full scholarship · GPA 3.10
SPRING 2024	**TH Köln** · Digital Game Design (Erasmus exchange) · Cologne, Germany

TOOLS

ENGINES	Unreal Engine 5 · Unity (C♯) · Godot 4 (GDScript)
DESIGN	Figma · Photoshop · Illustrator
3D · VIDEO	Blender · Maya · Premiere Pro · After Effects · DaVinci Resolve
PRODUCTION	Jira · Confluence · Notion
AUDIO	Ableton

LANGUAGES

TURKISH	Native
ENGLISH	C1
SPANISH	A1

PROJECTS

5 FEATURED



Pit Party

ABT-001 · 2025

Local party game for TOGG's in-car dashboard: 2–4 players on the wide screen, phones as controllers. Three physics minigames at a race-track pit stop, finished and delivered as the platform's first game.

ROLE	Game, level & UI design · project management
TEAM	2 (with Kayra, programming)
ENGINE	Unity (C♯)
PLATFORM	TOGG in-car dashboard (4096×640) · phones as controllers
WHAT I DID	Shared controls & player interactions · Three minigames · Levels for a 4096×640 screen · Dashboard UI & phone controller (Figma) · Production (GDD, weekly reviews)



VR Robot: A Trash Tale

ABT-004 · 2024

Cozy single-player VR game for Meta Quest 2, about 20–30 minutes long. The player and a robot companion clean an artist's gallery at different points in the artist's life.

ROLE	Mechanics design · GDD · project management
TEAM	6, international
ENGINE	Unity
PLATFORM	Meta Quest 2 · TH Köln, Erasmus, Spring 2024
WHAT I DID	Player–robot interaction · Trash collecting · VR movement & comfort · Level structure & evaluation · GDD, Jira and Confluence

Trailer ↗ youtube.com/watch?v=GnmSn31_pdI



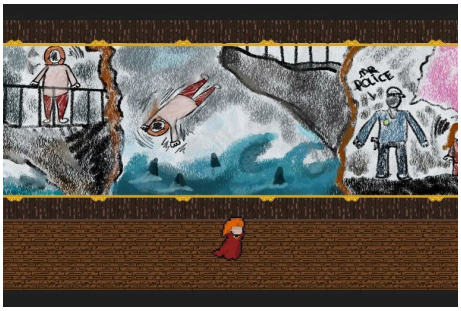
ZomBFFs

ABT-007 · 2025

Physics-based co-op puzzle platformer for two players who share one zombie king's body: one controls the right arm and leg, the other the left. Later continued by two teammates as Body Buddies, now on Steam.

ROLE	System, mechanic & level design · documentation · pitch
TEAM	3
ENGINE	Unreal Engine 5
PLATFORM	PC (Steam) · Bahçeşehir University team project
WHAT I DID	Shared limb control · Balance, ragdoll & checkpoints · Forced-coordination mechanics · Level structure & tutorial level · GDD and pitch

Body Buddies on Steam ↗ store.steampowered.com/app/3974210



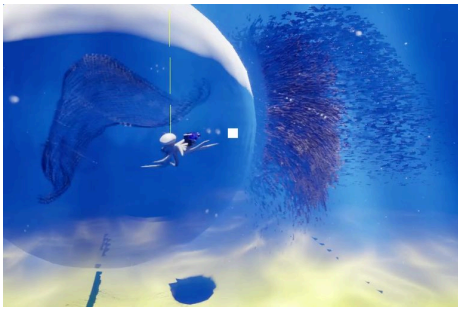
Oh, Darling

ABT-003 · 2021

Action game about a little girl who falls into hell looking for her mother. Players build sentences by walking through word doors. BUG Game Jam winner, 1st place university-wide; released on Steam.

ROLE	Concept, system & narrative design · documentation · team & project management
TEAM	5
ENGINE	Unity
PLATFORM	Steam · BUG Game Jam, then ~3 months as a school project
WHAT I DID	Concept & story · Word-door sentence system · Documentation & project management

Steam ↗ store.steampowered.com/app/2686360



School Flow: The Ocean Balancer

ABT-002 · 2025

Non-violent serious game about ocean pollution: as a guardian octopus, the player leads a school of fish to safety through polluted water. Built solo and pitched to WWF Türkiye.

ROLE	Game design · development · 3D art
TEAM	Solo · Solo Squid Studio
ENGINE	Unreal Engine 5
PLATFORM	PC · Serious Games final project, Bahçeşehir University
WHAT I DID	Fish school AI · Guardian octopus abilities · Pollution as gameplay · Serious purpose & audience · Pitch to WWF Türkiye

MORE · B-SIDES

Savior superhero endless runner, UE5, course project · **Hoard-like** Global Game Jam 2023, 4th place · **Plink** unfinished autobattler concept, Godot 4, solo