MUHAMMED SAHIN

VIDEO GAMING | MOBILE GAMING | PRODUCT | GAME DESIGN

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SUMMARY

I am a passionate and skilled game designer with a Master's in Game Design and a Bachelor's in Digital Game Design. Over the years, I have gained extensive experience in crafting immersive game worlds through roles like design engineer and co-founder of a game studio. I excel at leading creative direction, managing teams, and delivering high-quality gaming experiences on time. With strong technical expertise in Unreal Engine, Unity, and C#, I am adept at developing innovative solutions and creating captivating gameplay. My journey has been fueled by a lifelong curiosity for games and storytelling, and I am driven by the opportunity to bring fresh, exciting ideas to life in every project I work on. I am committed to continued learning and ready to contribute to any team that strives for excellence in the gaming industry.

PROFESSIONAL EXPERIENCE

Game Designer, Unico Studio February 2026 – Present

- Design and implement engaging, smooth, and goal-oriented game levels that maximize player experience.
- Balance gameplay dynamics, story flow, and difficulty curves to create compelling player journeys.
- Collaborate with cross-functional teams to ensure cohesive game design across all aspects of development.
- Analyze player data and feedback to iterate on level designs and improve retention metrics.
- Create detailed level design documentation, wireframes, and prototypes for new game content.

Game Designer, Otilab September 2025 – February 2026

- Led game design and product processes, owning the full pipeline from ideation to production.
- Turned new game ideas into clear, testable concepts and specs; produced GDDs, user flows and wireframes.
- Designed core gameplay, UX/level flows; prototyped rapidly in Unity/Unreal and validated via playtests & metrics.
- Balanced progression, economy and reward systems to maximize retention.
- Tracked global market/genre trends and translated insights into design choices.
- Collaborated with artists, engineers and producers; contributed to roadmap & sprints.
- Projects: 2 casual games (Cubic Painter, Blocklab), 4 hybrid casual puzzle games (Sort and Ship, Color Conductor, Bucket Blast, Jump Flow).
- Tech/Tools: Unity, Unreal Engine, Machinations, Adobe XD

Guest Lecturer, Ankara University November 2025 – December 2025

- Delivered a 16-hour specialization training within the “Project for Strengthening the Capacity of Ankara University’s Digital Game Design Undergraduate Program,” in collaboration with Ankara University and the Ankara Development Agency.
- Structured the training around four core modules: Game DNA and Documentation (high concept, USP, GDD), Game Mood and Atmosphere, Worldbuilding, and Mechanics and Systems Design.
- Supported the academic and hands-on development of the newly established Digital Game Design department through industry-focused curriculum.

Game Designer, Giby Games February 2025 – April 2025

- Played a significant role in the successful update and development of Giby Games' hit title, Rapid Reload, refining game mechanics and balancing systems to enhance player engagement.
- Led the ideation and game design phases for the initial prototypes of two upcoming games, Tamer Quest and Dwarf Raiders, focusing on innovative gameplay.
- Managed game balance and economy design, ensuring optimal player experience and retention potential from the prototyping stage onward.
- Spearheaded creative ideation sessions and facilitated cross-team collaboration, driving the conceptualization and ongoing development of future game projects.

Game Designer, Asteri Game Studios October 2023 – January 2024

- Spearheaded game design efforts, creating captivating game worlds and mechanics.
- Led cross-functional teams to ensure project timelines were met with high-quality deliverables.
- Implemented and optimized game economics, resulting in a 15% improvement in player engagement.

Co-Founder / Game Designer, Crow Studios March 2023 – March 2024

- Directed project inception and coordinated development strategies, contributing to the success of multiple projects.
- Created immersive game environments and managed the economic systems within games.
- Established design solutions that reduced production time by 10% through effective resource management.

Design Engineer, Skyview Innovations November 2022 – March 2023

- Developed AR/VR projects with a focus on Unreal Engine 5, pushing technical boundaries.
- Provided innovative design solutions, resulting in a 20% reduction in development costs.
- Coordinated cross-department collaboration, enhancing efficiency and output consistency.

Game Designer, Soho Games June 2021 – August 2022

- Developed and refined game mechanics, leading to a 10% increase in player retention.
- Collaborated with designers and developers to create engaging gameplay experiences.
- Assisted in training junior designers, enhancing overall team productivity by 15%.

Internship, Gamebridge October 2020 – May 2021

- Assisted in the development of game prototypes, contributing to a 12% increase in project completion speed.
- Supported in optimizing game mechanics using Unity and C#, improving gameplay smoothness by 10%.
- Provided technical support during testing phases, reducing bug reports by 8%.

Librarian, Istanbul Bilgi University September 2019 – June 2020

- Organized and managed library archives, improving accessibility and efficiency by 20%.
- Provided IT support, resolving technical issues with a 95% success rate.
- Assisted students and staff with research and information retrieval, increasing library user satisfaction by 15%.

Trainee, Gamewog November 2018 – December 2018

- Gained experience in game mechanics and design, contributing to minor projects under supervision.
- Provided technical assistance to the development team, resolving 90% of reported issues promptly.
- Assisted in maintaining game design documents, ensuring consistency across development phases.

PROJECTS

Game Design Projects September 2025 – February 2026

Otilab

- Led end-to-end game design and product ownership for 6 mobile games.
- Managed full production pipeline from ideation to task management and quality control.
- Projects: Cubic Painter, Blocklab, Sort and Ship, Color Conductor, Bucket Blast, Jump Flow

Game Design Projects February 2025 – April 2025

Giby Games

- Rapid Reload (Update): Enhanced game mechanics, balanced gameplay elements, and improved player retention.
- Tamer Quest (Prototype): Led initial ideation, game design, and balanced economy systems for immersive gameplay.
- Dwarf Raiders (Prototype): Directed initial concept development, gameplay mechanics, and economic balancing to optimize user experience.

Game Design Projects Jan 2023 – Jun 2023

Asteri Game Studios

- Created immersive game environments and designed engaging game mechanics.

- Optimized game economy systems to improve player retention and monetization.
- Projects: Coin Cascade, Swift Dispatch: Urban Cargo Rush, Eco Grow: The Idle Garden, KittySnap Match-3, Mystic Match: Warrior's Quest, Banker's Quest Idle, Skyward Journey, Snack Pack: Cookies Rush, Skate Odyssey

Independent Game Development March 2023 – March 2024

Crow Studios

- Designed and developed indie games from concept to completion.
- Managed the economic systems and overall gameplay experience.
- Projects: Passenger Transport: The Bus Game, Path Weaver

AR/VR Projects Development November 2022 – March 2023

Skyview Innovations

- Led the development of AR and VR experiences using Unreal Engine 5.
- Integrated AI-driven systems to enhance user interaction and immersion.
- Projects: Freshsense Demo, SVI Project, AI Integration, Mine Demo, Conference Room Demo, HR Wall With AI Integration, Factory Demo, Conference Room Demo City

Game Development Projects June 2021 – August 2022

Soho Games / Gamebridge

- Contributed to the design and development of engaging game mechanics and environments.
- Collaborated with cross-functional teams to enhance player experience and improve game functionality.
- Projects: More than 200 projects were worked on. 4 of them are casual/match-3.

SKILLS

- **Game Engines:** Unity (Advanced), Unreal Engine (Intermediate)
- **Programming Languages:** C# (Advanced), C++ (Basic), Golang (Basic)
- **Design Tools:** Adobe XD (Advanced), Photoshop (Intermediate), Illustrator (Basic)
- **3D Tools:** 3Ds Max (Intermediate), Blender (Intermediate), Substance Painter (Intermediate)
- **Sound Design:** Reaper (Intermediate)
- **Project Management:** Microsoft Office (Advanced), Machinations.io (Advanced)
- **Game Mechanics & Economy Design**
- **AR/VR Development**

EDUCATION

Master of Arts in Game Design Graduation Date: January 2024

Bahcesehir University

- Thesis: "Ethical Journey in Virtual Worlds: Moral Decision Making in Video Games"
- Relevant coursework in storytelling, sound design, and project management.
- Focus on immersive game world creation and game mechanics.

Bachelor of Arts in Digital Game Design Graduation Date: June 2021

Istanbul Bilgi University

- Studied game design methodologies, high-level game economy systems, and digital art.
- Worked on multiple collaborative projects involving coding, art, and design.