




SULE NUR KARAASLAN

GAME DESIGN GRADUATE

CONTACT

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SKILLS

Game Engines

Unreal Engine 4 & 5 | Unity

Coding

Visual Scripting | C#

Source Control

Perforce | GitHub

Agile Development

Jira/Trello | Scrum

Adobe Creative Cloud

Photoshop | Xd | Premier Pro

Microsoft Office

Google Suite

Steamworks

EDUCATION

Breda University of Applied Sciences.

September 2017 - June 2022

BSc. Creative Media and Game

Technologies | Major in Game Design

VOLUNTEERING

Devcom - Developers Conference

2018 - 2019 - 2021 | Cologne, Germany

Ludicious - Zürich Game Festival

2019 | Zürich, Switzerland

GAME DESIGN

- **2 published games on Steam** as Designer
- Established **design for player movement** and **environment metrics**.
- **Analyzed player motivation models**. Used 5 Domains of Play to map the motivation of our core audience.
- Designed **multiple mechanics** and clarified design using visual aid.
- Engaged with and implemented **player feedback**.

IMPLEMENTATION

- Designed and implemented multiple feature prototypes using **Unreal Engine Blueprints for VR**.
- Created game jam game in **Unity**; UI and menus.
- Utilized **paper prototypes to test gameplay**. Created detailed flowchart of gameplay which was used as functionality implementation guideline.
- Assembled questionnaires and **surveyed target-audience**.

COLLABORATION

- Worked on **multiple game projects** in teams of varied sizes and disciplines, **remotely and in-person**.
- Closely **collaborated with audio and animation** departments to ensure that the level reflected their progress.
- Ensured build showed progress and **organized build reviews**.
- **Coordinated Steam Game Festival** developer Let's Play streams.

PROJECTS

Game Designer | Unannounced VR Project | 2022 | Unreal Engine 5

Designed and prototyped multiple mechanics using Unreal Engine Blueprints, Implemented gameplay in level and worked on polish.

28 WEEKS OF DEVELOPMENT - ONGOING PROJECT, TEAM OF ~60

Game Designer | Arid | 2020 - 2021 | Unreal Engine 4

Designed crafting feature, designed and implemented world narrative pick-up feature using Unreal Engine Blueprints.

24 WEEKS OF DEVELOPMENT, TEAM OF 28

Game Designer & QA | Project Exhibited | 2019 - 2020 | Unreal Engine 4

Established design for player movement and environment metrics, undertook player feedback testing and feedback reviews, implemented designs based on player motivation models.

32 WEEKS OF DEVELOPMENT, TEAM OF 30