




SULE NUR KARAASLAN

JUNIOR LEVEL DESIGNER

CONTACT

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SKILLS

Game Engines

Unreal Engine 4 & 5

Coding

Visual Scripting

Source Control

Perforce | GitHub

Agile Development

Jira/Trello | Scrum

Adobe Creative Cloud

Photoshop | Premier Pro

Microsoft Office

Google Suite

Steamworks

WORK HISTORY

Vertigo Studios Amsterdam

2022 - Present | Junior Level Designer

Vertigo Studios Amsterdam

January - June 2022 | Design Intern

EDUCATION

Breda University of Applied Sciences.

September 2017 - June 2022

BSc. Creative Media and Game

Technologies | Major in Game Design

TRIVIA

- Veteran volunteer for Devcom Developer Conference (5 years!)
- Collects Lego passport stamps (I will visit them all)
- Will start a petition for a soft serve ice cream machine in the office

GAME & LEVEL DESIGN

- Created paper **sketches of level layouts**, and conveyed final paper design according to established standards.
- Designed **multiple mechanics** for VR and clarified design using visual aid.
- Assisted with questionnaires and tested game with external parties. Implemented **player/stakeholder feedback**.

IMPLEMENTATION

- Built **level blockouts** using kits and **implemented gameplay** elements. **Iterated** with feedback and **polished** for release.
- Designed and implemented multiple feature prototypes using **Unreal Engine Blueprints for VR**.
- Assembled **individual levels into full chapters**, fixing gameplay bugs & blockers.

COLLABORATION

- Worked on **multiple game projects** in teams of varied sizes and disciplines, **remotely and in-person**.
- Created **easy-to-use documentation** on **gameplay systems** for level designers. E.g. How to set up AI patrols in the level.
- Closely **collaborated with audio, animation and AI** departments to ensure that the level reflected their progress.

PROJECTS

Junior Level Designer | Metro Awakening VR | 2022 - Present | Unreal Engine 5

Designed levels from initial paper design phase to full gameplay implementation in collaboration with the team (environment art, audio, animation, AI). Fixed bugs and gameplay blockers in levels. Created and maintained "How-to" documentations. Aligned level creation team on level building workflow.

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

ONGOING PROJECT, TEAM OF ~75

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.

32 WEEKS OF DEVELOPMENT, TEAM OF 30