



ARDA CEVIK

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Work Experience

Game Designer & Developer – no-pact – http://nopact.com/	Sep 2015 – Jun 2016
<ul style="list-style-type: none">• Enerjimi Koruyorum – Mobile city building game with hidden object elements• Hat Trick Header – VR arcade game, Greenlit on Steam• Mobile game prototypes	
Game Designer & Developer – http://www.shlackthegame.com/	May 2015 – Aug 2015
<ul style="list-style-type: none">• Shlack! – Local multiplayer game, Windows 10 Game Jam Istanbul winner	
Game Developer – Sillywalk Games – Freelance	Jul 2015 – Sep 2015
<ul style="list-style-type: none">• Pitch Pincher – Mobile arcade game prototype	
Game Developer – Gram Games – http://gram.gs/	Dec 2014 – Jun 2015
<ul style="list-style-type: none">• 1010! World – Mobile casual puzzle game• 2Tons – Head of the acceleration program for local indie game developers	
Game Developer – Ebit Elektronik – http://beta.medievan.com/	Oct 2013 – Nov 2014
<ul style="list-style-type: none">• Medievan – Browser MMO strategy game	
Game Developer – Freelance	Jan 2013 – Sep 2013
<ul style="list-style-type: none">• Urban Tales - Mobile multiplayer trading card game prototype	
Junior Game Designer – Peak Games – http://www.peakgames.net/	Aug 2012 – Jan 2013
<ul style="list-style-type: none">• New Battles – Browser strategy game• War of Mercenaries – Browser & mobile real-time strategy game	
Intern – SANLAB Simülasyon – http://www.sanlab.net/	Jul 2011 – Sep 2011
<ul style="list-style-type: none">• Cloud – Mobile arcade game	
Intern – Probil AŞ – http://www.probil.com/	Feb 2011 – Mar 2011
<ul style="list-style-type: none">• Network Solutions – Unified Communications (UC)	

Education

- Bahçeşehir University – Istanbul / Turkey Sep 2014 – 2017 (expected)
- M.A. in Game Design
- Gebze Institute of Technology – Kocaeli / Turkey Sep 2008 – Mar 2013
- B.Sc. in Computer Engineering, 2.91/3.00 GPA
- Hochschule RheinMain (Erasmus Programme) – Wiesbaden / Germany Sep 2011 – Mar 2012
- Allgemeine Informatik (Computer Science) – B.Sc.

Skills

Computer

- Programming languages: **C#** (Excellent), **Java** (Very Good), **C** (Good), **C++** (Good), **Lua** (Beginner)
- Game engine: **Unity3D**, **CoronaSDK**
- Front-end: **Google Web Toolkit**
- Backend: **SmartFoxServer**
- Database: **MongoDB**
- Software Engineering: Agile, scrum, version control (SVN, Mercurial, Git), OO, design patterns
- Project management: JIRA, Trello, Asana
- Other:
 - Analytics, ads, social integrations in Unity3D
 - Rapid prototyping in Unity3D
 - UI and Mobile specialization in Unity3D

Languages

- Turkish – Native
- English – Working proficiency
- German – B1 Level Certificate (August 2010, DID Deutsch – Frankfurt am Main / Germany)

Extra-Curricular Activities

- Organizing a workshop series about physical game prototyping in Istanbul.
- Organizing game jams and game related events in Istanbul.
- Participated game jams in Ankara, Berlin, Utrecht, Istanbul, Copenhagen and Rome.
- Recent Talks
 - YAZ101'16 – Mobile game prototyping – Bahçeşehir University, 2016
 - VR First – UI approaches in VR – Bahçeşehir University, 2016
 - Plugin Talks – Contemporary Istanbul 2015
 - Play for a Better World: Games for Social Change Panel – Amber'15
 - JOIN Local Multiplayer Summit 2015 – Berlin, Germany

Interests

Game design, game jams, board games, local multiplayer games, indie game culture, psychedelic culture, traveling, birds.