

Mustafa KIRGUL

Game Designer / Developer

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Profile

A life-long enthusiast of game design and game development. Results oriented solution provider who is both highly logical and creative. Proven experience in the design and development of numerous digital and physical games. A motivated team player who works well under pressure while bringing a diverse skill set and problem-solving ability to table.

Skills

Design Skills: AI Design, Narrative Design, Story Telling

Game Engines: Unity (2D / 3D)

Creative Software: Maya, Blender, Adobe Creative Suit

Scripting Languages: C#, JavaScript, HTML, CSS

Additional Skills: Microcontrollers / Low-Voltage Circuits / Single Board Computers

Education

Bachelor's (Hons), Game Design, Sheridan College, Oakville, Canada **2017 - 2021**

Certificate, Art and Design Foundations, Mohawk College, Hamilton, Canada **2016 - 2017**

Master's, Informatics, Istanbul Aydin University, Istanbul, Turkey **2009 - 2011**

Bachelor's, Linguistics, University of Ankara, Ankara, Turkey **2002 - 2008**

Experience

VR Programmer (WIL - Internship) @ XpertVR **2020 - 2020**

Worked in collaboration with 3D artists and other programmers in projects like "Research Access Portal", "VR-CATS Game" and several other educational projects under NDA.

Game Designer @ Teknoted **2012 - 2018**

Coordinated development of mobile game "Kelime Hirsızı" for Android smartphones. Designing small promotional games for companies like Coca Cola, Samsung, and LG. www.teknoted.com

Interpreter @ Immigration and Refugee Board of Canada **2018 - Present**

Simultaneous interpretation of discussions about sensitive subjects in a stressful environment at confidential refugee hearings.

Game Designer @ Escapist Real-Life Escape Games **2014 - 2016**

Co-designed 6 real life escape games and 2 mini games for field activities. Supervised construction of game rooms in a tight schedule. www.escapist.com.tr

Head of School of Foreign Languages @ Istanbul 29 Mayıs University **2011 - 2015**

Management of 35 lecturers and 400 students.

Curriculum Developer and Educational Planner @ Istanbul Aydin University **2008 - 2011**

Development of curriculum. Management of schedules for 200 lecturers and 4000 students.

Accolades

- Cross-Cultural Impact Jam 2021 – Most Creative Game Award (Game: Automated Days)
- WIL Student of the Year Award Nomination for 2020
- Funniest Game Award, "Wet Bed Redemption", Sheridan College Winter 2018 Sprint Week
- TOP5 Finalist, "Astro Quest Tabletop Game", Sheridan College Fall 2018 Sprint Week