

# Mert Dinçer

## Senior Game Designer



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### SOFTWARE PROFICIENCY

- Unity
- Unreal Engine 5
- Microsoft Office
- Google Documents
- Figma
- Reaper Audio



### SKILLS

- Game Systems & Combat Design
- Level & Content Design
- UI/UX & Feature Design
- Leadership & Team Management



### LANGUAGES

- English
- Turkish



### PROFILE

A lifelong passion for game design led me from experimenting with early 2000s map editors to shaping gameplay in full scale productions.

With nearly a decade of professional experience, I specialize in crafting engaging player-first experiences with innovative systems and fluid mechanics.



### PROFESSIONAL EXPERIENCE

#### BeastBurst Entertainment - Combat Designer

10/2025 - 03/2026

- Designed and improved the class system as one of biggest the pillars of the upcoming MMORPG, **Scars of Honor**.
- Designed many abilities and talents of Classes and NPCs including Paladin, Warrior, Druid and Ranger classes.
- Conducted focused tests regarding PvE and PvP combat with extensive feedback lists for gameplay improvements.
- Acted as a bridge between the design department and other departments regarding combat design, especially the art teams.

#### Core Loop - Senior Game Designer

09/2023 - 08/2025

- Designed and directly implemented the content for **World Eternal Online**, a cross-platform RPG & MOBA hybrid.
- Created levels, items, enemies and bosses to shape the game's progression and combat experience.
- Designed new playable characters and improved existing ones, developing talent tree systems and ability synergies.
- Refined combat mechanics, game modes, UI elements, and features to enhance player engagement.

#### Angelicore Game Studios - Gameplay & Systems Designer

04/2022 - 09/2023

- Designed and adjusted characters, abilities, and talent trees for **Angelic**, an upcoming AA Sci-Fi Strategy RPG.
- Created level layouts via Unreal Engine greyboxing to establish gameplay flow and provide a foundational layout for environment designers.
- Used Blueprints to build immersive combat mechanics and designed gameplay systems focused on strategy.
- Prototyped new features and UI/UX flows using Miro boards to enhance usability and engagement.

## OTHER SKILLS

- E-sports & Competitive Gaming
- Voice Acting & Singing
- Creative Writing & Narrative Design

## INTERESTS

- Gaming
- Music
- Chess

## REFERENCES

Available only upon request.

### **Hero Games - Lead Game Designer**

(Promoted from Game Designer)

04/2021 - 04/2022

- Led the game design team and production pipeline across multiple **hypercasual**, **casual**, and **hybrid-casual** games from prototype to release.
- Developed and maintained design documents to align teams on vision, execution, and iteration processes of the products.
- Designed gameplay mechanics, levels, and progression systems, driving player retention and monetization.
- Monitored KPIs and player data, iterating on game balance, UX, and monetization strategies for optimal engagement.

### **InGame Group (Madbyte Games) - Game Designer**

03/2020 - 01/2021

- Designed core gameplay systems, including player progression, customization, and game modes for **Zula** and **Zula Mobile**.
- Developed multiplayer maps with balanced level design, enhancing flow and competitive play.
- Created flowcharts and wireframes for UI/UX systems to optimize navigation and feature accessibility.
- Worked closely with art and programming teams, providing iterative feedback to refine mechanics and visuals.

### **Lycanic Studios - Game Designer**

11/2017 - 04/2020

- Led game design for **Zeal**, a competitive PvP RPG for PC, achieving **75,000+** downloads and **105,000+** wishlists on Steam.
- Designed characters, combat mechanics, and monetization systems, while also writing the game's story.
- Balanced and iterated on abilities and character interactions, ensuring fair and engaging combat.
- Voiced and edited character voice lines, contributing to world-building and immersion.
- Engaged with Steam, Discord, and Twitch communities, gathering feedback to improve gameplay.

## EDUCATION

### **Bachelor's Degree, Business Management**

Yıldız Technical University

09/2015 - 01/2020