

# MUHAMMED SAHIN

## VIDEO GAMING | MOBILE GAMING | PRODUCT | GAME DESIGN

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### SUMMARY

I am a passionate and skilled game designer with a Master's in Game Design and a Bachelor's in Digital Game Design. Over the years, I have gained extensive experience in crafting immersive game worlds through roles like design engineer and co-founder of a game studio. I excel at leading creative direction, managing teams, and delivering high-quality gaming experiences on time. With strong technical expertise in Unreal Engine, Unity, and C#, I am adept at developing innovative solutions and creating captivating gameplay. My journey has been fueled by a lifelong curiosity for games and storytelling, and I am driven by the opportunity to bring fresh, exciting ideas to life in every project I work on. I am committed to continued learning and ready to contribute to any team that strives for excellence in the gaming industry.

### PROFESSIONAL EXPERIENCE

#### Game Designer, Giby Games

February 2025 – April 2025

- Played a significant role in the successful update and development of Giby Games' hit title, Rapid Reload, refining game mechanics and balancing systems to enhance player engagement.
- Led the ideation and game design phases for the initial prototypes of two upcoming games, Tamer Quest and Dwarf Raiders, focusing on innovative gameplay.
- Managed game balance and economy design, ensuring optimal player experience and retention potential from the prototyping stage onward.
- Spearheaded creative ideation sessions and facilitated cross-team collaboration, driving the conceptualization and ongoing development of future game projects

#### Game Designer, Asteri Game Studios

October 2023 – January 2024

- Spearheaded game design efforts, creating captivating game worlds and mechanics.
- Led cross-functional teams to ensure project timelines were met with high-quality deliverables.
- Implemented and optimized game economics, resulting in a 15% improvement in player engagement.

#### Co-Founder / Game Designer, Crow Studios

March 2023 – March 2024

- Directed project inception and coordinated development strategies, contributing to the success of multiple projects.
- Created immersive game environments and managed the economic systems within games.
- Established design solutions that reduced production time by 10% through effective resource management.

#### Design Engineer, Skyview Innovations

November 2022 – March 2023

- Developed AR/VR projects with a focus on Unreal Engine 5, pushing technical boundaries.
- Provided innovative design solutions, resulting in a 20% reduction in development costs.
- Coordinated cross-department collaboration, enhancing efficiency and output consistency.

#### Game Designer, Soho Games

June 2021 – August 2022

- Developed and refined game mechanics, leading to a 10% increase in player retention.
- Collaborated with designers and developers to create engaging gameplay experiences.
- Assisted in training junior designers, enhancing overall team productivity by 15%.

## Internship, Gamebridge

October 2020 – May 2021

- Assisted in the development of game prototypes, contributing to a 12% increase in project completion speed.
- Supported in optimizing game mechanics using Unity and C#, improving gameplay smoothness by 10%.
- Provided technical support during testing phases, reducing bug reports by 8%.

## Librarian, Istanbul Bilgi University

September 2019 – June 2020

- Organized and managed library archives, improving accessibility and efficiency by 20%.
- Provided IT support, resolving technical issues with a 95% success rate.
- Assisted students and staff with research and information retrieval, increasing library user satisfaction by 15%.

## Trainee, Gamewog

November 2018 – December 2018

- Gained experience in game mechanics and design, contributing to minor projects under supervision.
- Provided technical assistance to the development team, resolving 90% of reported issues promptly.
- Assisted in maintaining game design documents, ensuring consistency across development phases.

## PROJECTS

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### Game Design Projects

February 2025 – April 2025

#### Giby Games

- Rapid Reload (Update): Enhanced game mechanics, balanced gameplay elements, and improved player retention.
- Tamer Quest (Prototype): Led initial ideation, game design, and balanced economy systems for immersive gameplay.
- Dwarf Raiders (Prototype): Directed initial concept development, gameplay mechanics, and economic balancing to optimize user experience.

### Game Design Projects

Jan 2023 - Jun 2023

#### Asteri Game Studios

- Created immersive game environments and designed engaging game mechanics.
- Optimized game economy systems to improve player retention and monetization.
- Projects:

Coin Cascade

KittySnap Match-3

Skyward Journey

Swift Dispatch: Urban Cargo Rush

Mystic Match: Warrior's Quest

Snack Pack: Cookies Rush

Eco Grow: The Idle Garden

Banker's Quest Idle

Skate Odyssey

### Independent Game Development

March 2023 - March 2024

#### Crow Studios

- Designed and developed indie games from concept to completion.
- Managed the economic systems and overall gameplay experience.
- Projects:

Passenger Transport: The Bus Game

Path Weaver

## AR/VR Projects Development

November 2022 - March 2023

Skyview Innovations

- Led the development of AR and VR experiences using Unreal Engine 5.
- Integrated AI-driven systems to enhance user interaction and immersion.
- Projects:

Freshsense Demo

Mine Demo

Factory Demo

SVI Project

Conference Room Demo

Conference Room Demo City

AI Integration

HR Wall With AI Integration

## Game Development Projects

June 2021 - August 2022

Soho Games / Gamebridge

- Contributed to the design and development of engaging game mechanics and environments.
- Collaborated with cross-functional teams to enhance player experience and improve game functionality.
- Projects: More than 200 projects were worked on. 4 of them are casual/match-3.

## SKILLS

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- Game Engines:

Unity (Advanced), Unreal Engine (Intermediate)

- Programming Languages:

C# (Advanced), C++ (Basic), Golang (Basic)

- Design Tools:

Adobe XD (Advanced), Photoshop (Intermediate), Illustrator (Basic)

- 3D Tools:

3Ds Max (Intermediate), Blender (Intermediate), Substance Painter (Intermediate)

- Sound Design:

Reaper (Intermediate)

- Project Management:

Microsoft Office (Advanced), Machinations.io (Advanced)

- Game Mechanics & Economy Design

- AR/VR Development

## EDUCATION

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### Master of Arts in Game Design

Graduation Date: January 2024

Bahcesehir University

- Thesis: "Ethical Journey in Virtual Worlds: Moral Decision Making in Video Games"
- Relevant coursework in storytelling, sound design, and project management.
- Focus on immersive game world creation and game mechanics.

### Bachelor of Arts in Digital Game Design

Graduation Date: June 2021

Istanbul Bilgi University

- Studied game design methodologies, high-level game economy systems, and digital art.
- Worked on multiple collaborative projects involving coding, art, and design.