

Özgür Kadir Altuntaş

ozgurkaltuntas@gmail.com | linkedin.com/in/ozgurkaltuntas | ozgurkaltuntas.com | Istanbul, Turkey

EXPERIENCE

Warbyte Studios

Senior Game Designer & Product Manager

Istanbul, Turkey

March 2026 – Present

- Lead game design on hybrid-casual mobile titles from concept to soft-launch
- Design level progression, game economy and balance systems calibrated against CPI and retention benchmarks
- Write Game Design Documents (GDDs) and pitch original game concepts to publishers
- Collaborate with developers, artists and QA to refine core gameplay loops and onboarding flow

Holago Games

Senior Game Designer & Product Manager

Istanbul, Turkey

March 2025 – March 2026

- Led product management for hybrid-casual game titles from concept to launch
- Designed level progression, game economy and balance systems for multiple titles
- Developed hybrid-casual game concepts and GDDs for publisher pitches
- Conducted QA testing and iterated on gameplay based on KPI feedback

Omicron Games

Senior Game Designer & Product Manager

Istanbul, Turkey

October 2023 – February 2025

- Owned product lifecycle for hyper-casual and midcore mobile game projects
- Designed and iterated on level design, game economy and balance mechanics
- Generated and pitched hyper-casual/midcore game concepts to publishers
- Built and maintained the product roadmap for a title that reached launch
- Managed QA pipelines and coordinated cross-functional feedback loops

Fiber Games

Game Designer

Istanbul, Turkey

January 2022 – January 2023

- Ideated and documented hyper-casual game concepts resulting in multiple prototypes
- Collaborated on product management tasks including roadmap planning
- Designed level layouts, game economy systems and balance configurations
- Performed QA testing and reported bugs to the development team

Fabrika Games

Game Designer

Istanbul, Turkey

June 2021 – January 2022

- Generated hyper-casual game concepts evaluated for CPI and retention potential

Freelance Game Developer

Game Developer

Remote

June 2020 – June 2021

- Developed hyper-casual game prototypes independently for various publishers
- Handled full game loop design, implementation and publisher submission

RWS Moravia

Freelance Game Localizer

Remote

December 2018 – December 2019

- Performed copy editing, content reviewing, and TR/EN game localization

Crewals Game Localization

Freelance Game Localizer

Remote

January 2016 – December 2019

- Localized and translated game content (Turkish/English) for multiple titles

Turksportal Interactive

Freelance Contributor – Football Manager

Remote

June 2012 – May 2015

- Localized and translated Football Manager content from English to Turkish
- Created original editorial content for the Football Manager community

PROJECTS

Unrestricted Pest Control (PC/Console)

2D Roguelite Top-Down Shooter

Game Design, Level Design, Balance & Economy

March 2023 – December 2023

- Designed all levels and core game loop for a 2D Roguelite top-down shooter
- Defined game economy parameters, enemy balance and player progression curve

EDUCATION

Istanbul Technical University
B.S. in Mineral Processing Engineering

Istanbul, Turkey
2013 – 2020

TECHNICAL SKILLS

Design Skills: Game Design, Level Design, Game Economy, Game Balance, Hyper-Casual & Hybrid-Casual Game Concepts, GDD Writing, QA, Product Management

Tools & Engines: Unity, C#

Creative Tools: Adobe Photoshop, Adobe Premiere Pro, Ableton (Music Production)

Localization: Game Localization / Translation (Turkish ↔ English), Copy Editing, Content Reviewing

LANGUAGES

Turkish: Native | English: Conversational | German: Beginner