

EGE BARIŞ ÖNCÜ

An innovative game designer with experience across different mediums such as PC, VR, and mobile, and different scopes, including hyper-casual, hybrid-casual, and serious games. Inspired by a lifelong passion for gaming, I bring a deep understanding of player psychology and a commitment to crafting engaging and impactful gaming experiences. Skilled in designing core game loops, balancing complex systems, and developing immersive levels, I excel in collaborating with multidisciplinary teams to bring concepts to fruition.

My professional portfolio includes contributing to ISO-certified and FDA-approved serious games, as well as creating high-performing features for live-service hyper-casual titles. Leveraging tools such as Unreal Engine, Machinations, and Google Suite, I specialize in prototyping, economy balancing, and maintaining meticulous design documentation. My data-driven approach, combined with expertise in trend analysis and iterative workflows, ensures the delivery of innovative solutions aligned with project goals.

Dedicated to creating meaningful player experiences, I thrive in dynamic and collaborative environments, where creativity and innovation come together to push the boundaries of game design.



Work experience

Jan 2024 - Jan 2025

Game Designer

Neo Auvra, İstanbul

- Designed **serious games** in a **VR environment**, tailored for cognitive assessment, training, and rehabilitation, with a focus on data collection and minimizing performance anxiety.
- Collaborated with the **R&D department** and scientific advisors (i.e., Professors, Scientific counselors) to integrate research-based parameters into game designs, ensuring alignment with cognitive assessment methodologies.
- Created limited prototypes using **Unreal Engine 5** for in-house presentations and development validation, adhering to calculated design practices over intuition to meet strict scientific requirements.
- Authored comprehensive documentation for existing projects to prepare for **ISO** and **FDA quality inspections**, contributing to the successful certification and approval of three games.
- Conducted extensive **playtesting** in collaboration with the programming team, identifying and resolving bugs and usability issues to enhance game functionality and user experience.
- Utilized **Google Suite** for documentation, **Trello** for project management, and **Unreal Engine 5** for prototyping and iterative design workflows.
- Lead the design and development of two ongoing projects aimed at athletes, overseeing the game design process from conception to production.

Aug 2022 - Dec 2023

Level Designer

Panda Bear Games, İstanbul

- Was solely responsible for **level design** in a stealth and puzzle-based thriller adventure game with psychological horror elements, utilizing **Unreal Engine 5** to create immersive and challenging environments.
- Conducted extensive **gameplay and AI testing** in Unreal Engine, ensuring enemy and NPC behaviors aligned with the game's design vision.
- Collaborated with programmers to develop and refine the **AI systems** for enemies and NPCs, enhancing the stealth gameplay mechanics.
- Worked closely with the lead game designer to design and



Personal



Name

Ege Barış Öncü



Address

Kordonboyu district, İpekböceği street, Tan apartment, Building #7, 1st floor, Door #3, Kartal, Istanbul.
34860 Turkey



Phone number

+905326753006



Email

egeoncu@gmail.com



Date of birth

26-06-1996



Gender

Male



Driving licence

B



LinkedIn

linkedin.com/in/egebarisoncu

Languages

English ★★★★★

German ★

Turkish ★★★★★

implement key game systems, including the **inventory system** and **puzzle mechanics**.

- Used **Google Suite** for design documentation, and facilitated team communication and project management through **Discord**, **Confluence**, and **Jira** in an agile workflow.
- Partnered with a multidisciplinary team, including 3D artists, a technical artist, and a sound designer, to align level design and gameplay systems with visual and auditory storytelling.

Game Designer

Firebyte Games, (Remote)

- Collaborated in a **hybrid-casual game project**, assuming lead design responsibilities after a team change, including, **redesigning levels** for improved player progression and engagement and balancing the **game economy** and iterating on core gameplay features, such as camera angles and object sizing, through extensive testing.
- Contributed to another hybrid-casual project by designing levels, conducting **gameplay tests**, and participating in iterative processes with the design team to refine mechanics.
- Played a key role in optimization projects for live hyper-casual titles "**Slice it All!**" and "**Paper.io 2**": Designed and pitched new gameplay features aimed at improving **Life-Time Value (LTV)** metrics and Collaborated closely with the programming team to implement updates, resulting in increased LTV for both games.
- Worked across teams to ensure alignment between design goals and technical feasibility, fostering a productive partnership with developers.

Game Designer

Hyper Roll, Istanbul

- Solely responsible for **trend analysis** across social media and other platforms to identify emerging opportunities in the hyper-casual game market.
- Developed and pitched innovative game concepts to the product manager of a partner publisher during live calls, ensuring alignment with market trends and publisher requirements.
- Designed and prototyped game levels in **Unity** for concepts selected for marketability testing, focusing on player engagement and retention.
- Utilized **Machinations** to calculate simple in-game economies and ensure balance in prototype designs.
- Collaborated with stakeholders using **Google Suite** and created detailed design documentation using **pen-and-paper methods**.
- Contributed significantly to the studio's revenue by creating numerous concepts selected for prototyping under a **pay-per-prototype** model.

Freelance Game Designer

Sky Games, Istanbul

- Conducted **trend analysis** on social media, app stores, and other platforms to identify emerging patterns in player behavior and preferences for hyper-casual games.
- Created and pitched innovative game concepts inspired by **market trends**, focusing on simplicity, virality, and rapid production cycles.
- Utilized tools such as **Sensor Tower** and industry research to support data-driven decision-making in concept development.
- Collaborated remotely with stakeholders, presenting ideas and providing feedback to refine creative direction.
- Contributed to the successful selection of multiple game concepts, demonstrating adaptability and an understanding of

May 2022 - Jul 2022

Nov 2021 - May 2022

Aug 2021 - Nov 2021

market demands.

Jan 2019 - Aug 2020

Game Designer

CBI Lab, Istanbul

- Designed the **core game loop**, character abilities, stats, and progression systems to ensure engaging and balanced gameplay.
- Crafted the **game economy** using **Machinations**, balancing in-game resources, currencies, and progression for player satisfaction and retention.
- Designed the **game flow and in-game progression systems** defining systems to support replayability and long-term player engagement.
- Collaborated in the conceptualization of **environment art, UI, and character art**, ensuring visual consistency and alignment with gameplay goals.
- Utilized **pen-and-paper prototyping** and **Google Suite** to create detailed documentation and facilitate team communication.
- Worked closely with the project's developer, translating design concepts into actionable deliverables.



Education and Qualifications

Sept 2010 - Jun 2015

Highschool Diploma

Kadıköy Anadolu Highschool, Istanbul

Sept 2015 - Sept 2022

Bachelor of Science (Incomplete)

Istanbul Technical University, Istanbul

- Studied in the "Electronics and Communications Engineering" programme before dropping out to pursue a career in game design.