BERKANT GOK
GAME DESIGNER

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ABOUT

I am a game designer who is passionate about creating engaging and meaningful experiences. With a strong focus on creativity and problem-solving, I aim to bring energy and motivation into every project I undertake. I believe that a positive, dynamic approach is essential not only for personal growth but also for contributing to a collaborative and innovative work environment. While I'm still building my skills, I am dedicated to continually learning and applying my knowledge to create well-designed, enjoyable gameplay.

PROFESSIONAL PROJECTS

CUPCONNECT - GAME DESIGNER

UNITY PRODUCTION - (Mar 2024 - Aug 2024)
Single-player puzzle game - Available on googleplay store

- Developed the core concept of the Cup Connect mobile game and contributed to the development process.
- Authored the GDD to clarify the game's core structure and improve team coordination.
- Designed the core gameplay mechanics, including how the cups move and interact.
- Planned the general layout of the user interface and determined the number of cups for each level.
- Developed prototype levels to validate core mechanics and enhance player experience.

PERSONAL PROJECTS

LETSFALL – GAME DESIGNER / DEVELOPER

SOLO PROJECT - (Jan 2025 – Feb 2025)
Single-player Platformer - Available on itch.io
Unreal Engine 5

- Designed the entire game experience, including core gameplay systems, level design, and difficulty balancing.
- Developed all game logic using Blueprint in Unreal Engine with a strong focus on optimization and performance.
- Created all visual materials using Photoshop, including UI/UX elements and promotional assets.
- Built and designed the game's Itch.io page to reflect the game's tone and provide a smooth user experience.
- Managed the full production cycle independently, from concept to release (excluding 3D assets and music).

SKILLS

- Game Design - **Indermediate**
- Level Design - **Beginner**
- Narrative Design - **Indermediate**
- Unreal Engine - **Indermediate**
- Unity Engine - **Beginner**
- Blueprint - **Beginner**
- FL Studio - **Beginner**
- Photoshop - **Indermediate**
- Davinci Resolve - **Beginner**
- Utilized AI tools

INTERESTS

- Basketball
- Watching films and TV series
- Playing video games at a high level
- Listening to music
- Designing posters
- Enjoying food culture

LANGUAGE

Turkish - **Native**
English - **Intermediate (B1)**

FAVORITE GAMES

- GTA
- UNCHARTED
- BIOSHOCK
- GOD OF WAR
- VALORANT
- CSGO
- MAFIA
- SPIDERMAN
- THE LAST OF US