BOĞAÇ ÇETİNER

LEVEL & SYSTEMS DESIGNER

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SOFTWARE

- Unreal Engine
- Unity
- Adobe Software
- Blender
- Various Level Editors
- Version Control Software (P4, Git, SVN)

SKILLS

- Level Design
- Blockmesh
- Prototyping
- Visual Scripting
- Systems Design
- Sound Design
- Documentation

INTERESTS

- Writing
- Reading
- Composing Music
- Video Games
- Worldbuilding
- Tabletop RPG Games
- Board Games

EDUCATION & CERTIFICATIONS

CGMA - Level Design for Games
2024

Navras Academy - Unreal Engine
2022 - 2023

Istanbul Bilgi University - Music Theory & Composition
2016 - 2022

ABOUT

I'm a level designer who has a passion for in-depth learning of the systemic game and level design principles in order to set up synergies that lead to moments of emergent gameplay.

WORK EXPERIENCE

Professional Work:

Freelance Level & Systems Designer (March 2025 - Ongoing)

Working at Leartes Studios for an unannounced multiplayer FPS project.

My responsibilities include:
- Creating placeholder game mechanics from scratch using Unreal Blueprints
- Creating zones on the map that differ by size, complexity and theme
- Creating complex and architecturally realistic game spaces
- Rapid iteration based on feedback
- Collaborating with a team of level designers, level artists and landscape artists

Worked on MEATSHOT, a third-person movement shooter game with high-octane action and ceaseless movement using the Unity Engine.

My responsibilities included:
- Creating large and interactive sandbox maps for co-op gameplay
- Testing gameplay space extensively
- Designing game systems
- Set dressing
- Placing and fixing collisions and navigation elements

Level Designer at Rokogame Studios (May 2024 - March 2025)

Worked on an *unannounced* large-scale multiplayer FPS project that is being made in Unreal Engine as a level designer.

My responsibilities included:

- Large-scale map blockmesh and ownership of maps from start to finish.
- Documentation
- Collaborating with other Level Designers
- Iteration based on feedback data
- Actively communicating with Game Designers, Tech Artists, Programmers and 3D Artists
- Creating tools in Unreal Blueprints for the team.

Solo Developer of Lucide Chronicles: Ashmourn

Lucide Chronicles: Ashmourn is a first-person action RPG game that I'm solo developing in Unreal Engine. It tells the story of a test subject, that was recently released from captivity into a world of unknown. The game features both genre-standard RPG features and innovative game systems that enhance the gameplay in meaningful and immersive ways.

My responsibilities include but are not limited to:

- Designing and programming of all the game systems from scratch
- Level design and set dressing
- UI design and programming
- Content design
- Combat design
- Enemy and AI systems design