

BOĞAÇ ÇETİNER

LEVEL DESIGNER & MODDER

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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 level design principles in order to create synergies that lead to moments of emergent gameplay. I have been creating levels since childhood as a hobby with the use of level/map editors from various games.

WORK EXPERIENCE

Professional Work:

Freelance Level 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

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

My responsibilities include:

- 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

Steam Page: <https://store.steampowered.com/app/2537650/MEATSHOT/>

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.

Personal Projects:

In my spare time, I'm working on a portfolio of personal projects. My levels are mostly based around **stealth** and **limited action elements**. I aim to create a portfolio of works using a variety of level editors from different games.

The Harbor - Inspired by Thief and Amnesia (April 2023 - May 2024)

- Designed a first-person **stealth/horror** level in Unreal
- Heavily **narrative** driven with **3 different endings**.
- Utilized **verticality** and implemented **shortcuts** to mitigate **complex level geometry**.
- Scripted level events such as a **chase event** and a **disguise** mechanic.
- Duration: 15-20 minutes

More personal projects can be found in my portfolio and itch.io profile.