BOĞAÇ ÇETİNER

LEVEL DESIGNER & MODDER

📍 ISTANBUL - TURKEY
📞 +905304044781

www.cetinerleveldesign.com
cetinerleveldesign@gmail.com
www.linkedin.com/in/cetinerld
https://bogaccetiner.itch.io/

SOFTWARE

- Unreal Engine
- Blender
- Adobe Software
- Ableton
- Version Control Software
- Various Game Editors (Divinity Engine, Hammer, HPL, Portal Authoring Tools)

SKILLS

- Level Design
- Blockmesh
- Level 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 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
- Iteration based on feedback data
- Placing and fixing collisions

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

Sniper Mission (December 2023 - January 2024)

- Designed a third-person **stealth/action** level in Unreal
- Scripted two primary objectives: **Sabotage** and **Assassination**
- Level design philosophy and flow inspired by **Hitman**
- Duration: 10-20 minutes

More personal projects can be found in my portfolio