Nuri Özgür Sarıgöz

Game Designer

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Summary

I am a Game Designer with 4 years of experience in the industry, specializing in the design of complex game systems and gameplay mechanics. Utilizing my engineering background, I use mathematical models for rapid iteration and balance. I am proficient in programming, allowing me to work in-engine independently. Additionally, I have experience in narrative design, creating story elements such as character dialogues and quests.

Systems Design | Gameplay Systems | Game Balance | Economy Design | Player Progression | GDD
Quest Design | UGC | Game Mathematics | Data Analysis | Multiplayer | Co-op | Narrative Design

Portfolio

Experience

Game Designer / Narrative Designer

JIB Games | January 2024 - Present | Full-time | Istanbul, Turkey (Remote) | www.jib.gs | Polity (Steam)

- **Led and owned the entire game design process for a large enterprise client's commissioned virtual world project**, from initial concept through final delivery (under NDA).
- Revamped major gameplay systems for a sandbox casual life-simulation RPG, **resulting in the project's highest lifetime DAU with a 112% increase**.
- Balanced game mechanics and economy using KPI data analysis and player feedback.
- Designed energy, loot, and colony systems, including object tagging and loot distribution; energy sources and consumption rates; colony classification, leadership competition, and taxation.
- Built level progression, resource flows, and crafting systems across 5 professions, including **4 interdependent extensive crafting trees and 2 universal complementary crafting skills**.
- Developed narrative and worldbuilding; **designed 87 quests, 23 puzzles and mini-games,** and **wrote 117 quests with over 200 dialogues**.
- Collaborated with the project manager, UI/UX designers and programmers to improve gameplay and cross-platform user experience across mobile and desktop platforms.
- Established documentation standards; maintained detailed game design documentation (GDD) and supported QA through test suite creation and playtesting.

Game Designer (Generalist)

Mirage Studios | May 2025 - Present | Freelance | Global (Remote) | LinkedIn

- Define core gameplay systems and mechanics, establishing design foundations for future implementation for an early-development action combat creature collector game.
- Collaborate with the Game Director and design team to translate high-level ideas and gameplay goals into actionable design documentation.

Game Developer

JIB Games | November 2022 - January 2024 | Full-time | Istanbul, Turkey (On-site) | www.jib.gs

- Built responsive and animated UI for mobile and desktop platforms.
- Collaborated with backend developers to integrate online features.
- Developed a variety of puzzles and mini-games.

Education

Computer Engineering (English) - Bachelor's Degree
Faculty of Engineering, Cukurova University | Adana, Turkey | September 2017 - January 2022
1 Term Honor Student, 2 Terms High Honor Student

Preparatory Program
School of Foreign Languages, Cukurova University | Adana, Turkey | September 2016 - June 2017
Completed B2 English course

Ismail Kulak Anatolian High School *Adana, Turkey | September 2012 - June 2016 | Certificate of Merit*

Training & Certifications

Mastering Game Mechanics Bootcamp
Game Design Skills | Online | January 2025 - April 2025 | www.gamedesignskills.com | Certificate
I earned a scholarship for this bootcamp, led by industry veteran Alexander Brazie, where I deepened my expertise in game mechanics design, scalability, and iteration, and learned various design frameworks through insights from designers at major studios such as Blizzard Entertainment and Riot Games.

Free-to-Play Games Accelerator Program
F2P Campus (GAME.EUS) | Vitoria-Gasteiz, Spain | July 2023 - September 2023 | www.f2pcampus.com
I was selected by my studio to participate in this video game acceleration program at EUNEIZ, where only five studios were chosen globally. I gained valuable insights into game design, UX, user acquisition, and marketing for free-to-play games through mentorship from experts at leading mobile studios such as King, Scopely, and Gameloft, complemented by industry talks.

Projects

Slay the Party
Online Strategy Board Game | November 2024 - Present | Portfolio
Slay the Party is an online board game I am developing in Unity, as a solo developer, to showcase and improve my PvP design and development skills. It combines generic RPG combat and progression mechanics with economics-themed board game structure.

Final Hour
Endless Runner | March 2024 (Game Jam), November 2024 (Store release) | Google Play | Portfolio
I participated in ATUJAM 2024 as both Game Designer and Developer, within a team of four. In 48 hours, we created a 2D endless runner in Unity featuring time manipulation mechanics and the game ranked in the top 10. Later, I took over the project as a solo-developer, polished it and published it on Google Play.

Skills & Tools

- Atlassian (Trello, Confluence, BitBucket, Sourcetree)
- Notion
- Figma
- Miro
- Microsoft 365, Excel formulas

- Unity
- Unreal Engine
- Programming (C, C++, C#, Python, SQL, Lua, R)
- Adobe Photoshop

Language: Turkish (Native), English (Advanced)