



# Nuri Özgür Sarıgöz

## Game Designer

Istanbul, TURKEY (Open to relocation)

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### Summary

I am a Game Designer with over 2 years of experience in the industry, specializing in the design of complex game systems. With a strong technical background in programming, I document game mechanics in detail and create mathematical layouts for rapid and precise refinement. I engage with the community and analyze player data to enhance the user experience while tracking market trends. Additionally, I have experience in narrative design, creating story elements such as character dialogues and quests for the game.

Game Balance | Quest Design | Game Economy | Player Progression | Resource Flow | Systems Design  
UGC | AI Models | Data Analysis | Market Research | UI/UX | Cross-platform | Narrative Design | GDD

### Portfolio

### Experience

#### Game Designer & Narrative Designer

JIB Games | January 2024 – Present | Istanbul, Turkey | [www.jib.gs](http://www.jib.gs)

- Revamped player progression systems, crafting systems, country management mechanics, and profession mechanics for a sandbox life-simulation MMORPG, **resulting in the project's highest DAU during its lifetime.**
- Optimize game mechanics and balance through player data analysis and feedback.
- Write and maintain detailed game design documentation (GDD).
- Engage with players on social platforms like Discord to gather insights and provide support.
- Develop narrative and worldbuilding; writing and localizing content.
- Design quests, conceptualize puzzles and mini-games to integrate into the quest system.
- Collaborate with UI/UX designers and development teams to enhance gameplay and improve user experience across multiple platforms, mobile and desktop, for the cross-platform.
- Conduct QA testing to ensure quality.
- Assist with programming when required.

#### Game Designer (Generalist) – Volunteer

Mirage Studios | May 2024 – Present | Remote | [LinkedIn](https://www.linkedin.com/in/nuri-özgür-sarıgöz)

- Collaborate directly with the Game Director to translate high-level ideas, design visions, and gameplay goals into detailed, actionable design documents.

#### Game Developer

JIB Games | November 2022 – January 2024 | Istanbul, Turkey | [www.jib.gs](http://www.jib.gs)

- Built and implemented responsive UI featuring animations, sound effects, and particle effects for both 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](http://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 with insights from major studios such as Blizzard and Riot Games.

### **Free-to-Play Games Accelerator Program**

*F2P Campus (GAME.EUS) | Vitoria-Gasteiz, Spain | July 2023 – September 2023 | [www.f2pcampus.com](http://www.f2pcampus.com)*

I was selected by my studio to participate in the program at EUNEIZ, where only five studios were chosen globally. I gained valuable insights into game design, UX, user acquisition, and marketing through mentorship from experts at King, Scopely, and Gameloft, as well as engaging public talks.

## Projects

### **Slay the Party**

*Online Strategy Board Game | November 2024 – Present | [Notion GDD](#)*

Slay the Party is an online board game I am developing as a solo developer to showcase and improve my design and development skills. It combines tabletop RPG and business simulation genres.

### **Final Hour**

*Endless Runner | March 2024 (Demo), November 2024 (Store release) | [Google Play](#)*

I participated in ATUJAM 2024 as both Game Designer and Developer, within a team of four, where we created a 2D endless runner that features time manipulation mechanics in 48 hours. Later, I took over the project as a solo-developer, polished it and published it on Google Play store.

## 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)