Umut Furkan Torun

Game Designer/ QA Designer

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Game designer with experiences in game design, product management, and sound design for mobile and PC games. Motivated to learn, iterate, and contribute to high-quality player experiences.

PROFESSIONAL EXPERIENCE

Mediazone Games
Game Designer / Product Manager / Level Designer
05.2025 - 01.2026
Istanbul, Türkiye

- Assisted in writing Game Design Documents with, documenting core mechanics, features, and gameplay flows for mobile game projects.
- Contributed to level design and environment design in engine with focusing on clarity, player guidance, and difficulty curve.
- Supported production pipelines as a product manager, tracking tasks and ensuring smooth communication between art and development teams.
- Performed structured QA testing, identified bugs and balance issues, and supported iteration through feedback and validation.
- Assisted in sound effects and music implementation to improve player feedback and overall game feel.
- Managed the social media accounts of both Night Badgers and Need For Steal.
- Contributed to platform quality and structure through game testing and content categorization for the Pixidus game platform.

EDUCATION

Digital Game Design B.A
Bahcesehir University
Present | Istanbul, Turkiye

GAME JAM EXPERIENCES

- *GoJam (2nd place)*
- *MauJam*
- *TEDU Jam*
- *Startgate Jam*
- *Zone'o'ween Jam 2025*
- *BOUN Jam*
- *Unity Jam*
- *Jamination 7*

SKILLS

- *Game Design*
- *Level Design*
- *Sound Design*
- *Unreal Engine*
- *Unity*
- *Q/A Testing*
- *Product Management*
- *UX Design*
- *Documenting*

PROJECTS

Room Blast 2: Match & Decor
Product Manager

- Defined required art and design assets to support new features and content.
- Followed the game production process and supported task tracking.
- Performed QA testing to improve playability and check gameplay balance.

Slalom Futbol
Game Designer / Level Designer

- Defined core game mechanics and wrote the Game Design Document.
- Designed levels and implemented them in the game engine.
- Ran playtests and improved the game balance according to player feedbacks.

Happy Village: Harvest Farm
Product Manager

- Defined required art and design assets to support new features and content.
- Followed the game production process and supported task tracking.
- Performed QA testing to improve playability and check gameplay balance.

Tiny Hero RPG Epic Animals
Game Designer / Product Manager

- Designed the world and core gameplay systems.
- Followed the game production process and supported task tracking
- Performed QA testing to check gameplay balance.
- Assisted with communication between the art and development teams.

Pixidus
Game Designer

- Performed game testing and wrote test notes.
- Categorized games in a clear and organized way.

Cardora
QA Designer

- Performed QA testing to improve playability and game feel.

Need For Steal
Sound Designer / Game Designer

- Worked on sound and music design to match the game’s atmosphere.
- Helped adjust level design in Unity.
- Performed QA testing and noted bugs and player feedback.
- Created content for social media accounts.