

Dogukan Koray Dortkas

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SKILLS

Game Design

Documentation - Gameplay - Narrative - System - Economy - Level - Data Driven Design Decisions - KPI Analysis - Iteration & Playtesting - Industry Trends Research

Product

Agile Development - Roadmap Planning - Cross-functional Team Collaboration - KPI Driven Strategies - Feature Definition - Funnel Creation - Event Tracking - Remote Configuration

Technical

Unity (Parameter Configs-Level-Lighting-Animation) - UI/UX Design - 3D Modeling
Video Editing(Creative Ad Preparation) - Basic Scripting(C#) - QA - Behavioral Design

FEATURED TOOLS

Spreadsheets - Unity - Figma - Notion - Blender - Machinations - MS Office - Twine
Adobe CC (Illustrator, Photoshop, Premiere, After Effects) - Jira - Appmetrica - Trello - Git

EXPERIENCE

Funstop Games

Senior Game Designer & Product Owner

Delhi / Remote

Dec 2024-Present

- Currently leading a **4-person team as Product Owner**, prototyping new puzzle mechanics and defining product direction.
- Led **system design and economy balancing** of a casual-midcore tower defense game within a **30+ person team**.
- Designed and maintained **economy balance simulations**, aligning **player progression, resource distribution, and monetization**.
- Defined **chapter difficulty curves** by integrating **economy constraints, enemy distribution, wave structure, and in-game EXP systems**.
- Built and owned the **analytics event structure**; conducted **data analysis (Unity Analytics, Firebase, spreadsheets)** to drive retention, progression, and monetization improvements.
- Directed development of **internal tools** including Level Design Editor, Chapter Design Editor, and Weighted Card Drop Editor.
- Designed core systems including **Monthly Card, Star Challenge, Quests & Achievements**, contributing to a **300+ page GDD**.
- Led **SFX implementation pipeline** and collaborated cross-functionally with design, art, and engineering teams.

Kob Games (Azur Games)

Senior Game Designer & Product Owner

Tel Aviv / Remote

Feb 2023 - Dec 2024

A company acquired by Azur Games

- **Collaborated** directly with **Azur Games** following the company's acquisition, aligning development goals with their global strategy.
- **Led the design and product management** of globally launched games, amassing **+50 Million downloads**, alongside fresh prototypes.
- **Managed multiple teams** of 4-8 people within a larger organization of 30+, ensuring smooth execution across departments.
- **Increased Lifetime Time Value, Retention, and Playtime** through data-driven product strategies, including funnel analysis, FTUE adjustments, strategic Ad placements, event-log settings, and A/B testing for games with **+100k Daily Active Users**.
- Designed all game elements, including **gameplay, systems, levels, economy, monetization**, and meta-game features.
- **Developed UX designs** by creating mock-ups, wireframes, and detailed flowcharts to enhance user experience.
- Prepared **2D** and simple **3D assets** to support game art and marketing efforts.
- Created **ad creatives for marketing**, achieving a CPI of **less than \$0.40**.

Budgie Games

Studio Lead / Game Designer

Istanbul / Remote

Jun 2021-Feb 2023 / Apr 2024- Present

- **Led a team of 4** on hyper-casual and hybrid-casual mobile projects, driving development and creative execution.
- **Achieved 1.5M downloads** and **120k DAUs** with a successful global launch in collaboration with Rollic.
- Developed and launched mobile games across **hyper-casual and hybrid-casual genres**
- **Won a game jam** hosted by Rollic and Tiplay, securing a 1-year agreement and a **Macbook Air** as a prize.
- Successfully launched games with Rollic, achieving **1.5M downloads** and **120k DAUs**, alongside a **soft launch** with Joypac.
- Participated in weekly ideation meetings with **7 studios** in the oFon Ecosystem, including Rollic, Core Studios, Tiplay, TwoDe, and Rotatelab.
- **Directed and implemented** all aspects of **Game and Level Design**, focusing on gameplay, systems, economy, and monetization strategies.
- Led **UI/UX design** efforts, preparing 2D assets, mock-ups, wireframes, and flowcharts to optimize user experience.
- Created **high-performing ad creatives**, achieving CPI of **\$0.09** with Supersonic and **\$0.24** with Rollic.
- Drove **data-centric product management**, improving LTV, retention, and playtime through A/B testing, event-log configuration, and FTUE adjustments on games with **125k+ DAUs** and **1.5M+ total downloads**.
- Spearheaded **entrepreneurship efforts**, overseeing networking, business development, publisher deals, team management, and financial control.

Honorus Games (Game Factory)

Game Designer

Istanbul / Turkiye

Feb 2021 - Jun 2021

- **Played a key role** in the company's successful graduation from the program and collaboration with publishers like **Coda** and **Supersonic**.
- Led **game design**, covering all aspects of **gameplay, systems, economy**, and monetization.
- Supported **UI/UX design**, producing wireframes and mock-ups to optimize user experience.
- **Created ad creatives** for marketing campaigns, driving user acquisition and engagement.

EDUCATION

Mimar Sinan Fine Arts University
Master's in Visual Sociology

Istanbul / Turkiye
2022

Marmara University
Bachelor's in Computer Education and Instructional Technology

Istanbul / Turkiye
2019

ADDITIONAL INFORMATION

- **Volunteering:** AIESEC BOOM PROJECT - Kyrgyzstan(2016) ● GHD Volunteering Activities in Turkiye (2019-2021)
- **Certifications:** ITU Game Design Course ● Google UX Design Foundations ● IBM Product Management(AI) ● Matt Freedman Game Design Institute
- **Languages:** English (Fluent), Turkish (Native)