

Dogukan Koray Dortkas

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SKILLS

Game Design

Documentation -●- Gameplay -●- Narrative -●- System -●- Economy -●- Level -●- Data-centric Design Decisions

Product

Agile Development -●- Roadmap Planning -●- Global Vision Definition • Cross-Functional Team Management

KPI-Driven Strategies -●- Funnel Creation -●- Event Tracking

Other

3D Modeling -●- UI/UX Design -●- Video Editing(Creative Ad Preparation) -●- Basic Scripting(C#) -●- QA -●- Behavioral Design

FEATURED TOOLS

Spreadsheets -●- Notion -●- Unity -●- Figma -●- Blender -●- Twine -●- MS Office

Adobe CC (Illustrator, Photoshop, Premiere, After Effects) -●- Appmetrica -●- Trello -●- Sourcetree

EXPERIENCE

Stas Games

Game Designer & Product Owner

Remote

Apr 2024-Present

- **Leading the design** of a hybrid-casual **Puzzle & RPG** game with a 7-member team.
- Responsible for **Game Design** with all aspects: narrative, gameplay, meta game, systems, economy, level, and monetization strategies.
- Developing **product strategies** with a data-driven approach, utilizing Agile methodologies, planning iteration Roadmaps, preparing A/B test scenarios, prioritizing tasks, and mapping out the product's long-term vision.
- UX design through wireframing, mock-ups, and flowcharts for both meta game and in-game.

Kob Games (Azur Games)

Senior Game Designer & Product Owner

Remote

Feb 2023 - Feb 2024

- **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 **50M+ downloads**, alongside fresh prototypes.
- **Managed multiple teams** of 4-8 people within a larger organization of 30+, ensuring smooth execution across departments.
- **Increased LTV, retention, and playtime** through data-driven product strategies, including funnel analysis, FTUE adjustments, strategic event-log settings, and A/B testing for games with **100k+ DAUs**.
- 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**, currently working on an **RPG/Life Simulation** game for PC.
- **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(Going on)
- **Languages:** English (Fluent), Turkish (Native)