



Bilal BALCI

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EDUCATION

BAHCESEHIR UNIVERSITY - Istanbul, Turkey (2020 – Exp. 2022)

Graduate School of Communication – Master’s Degree with thesis in Digital Game Design (A.k.a. Master BUG)

OZYEGIN UNIVERSITY - Istanbul, Turkey (2016 – 2018)

Graduate School of Science – Master’s Degree with thesis in Structural Engineering

Honors: %100 Performance Scholarship

CGPA: 3.58

OZYEGIN UNIVERSITY - Istanbul, Turkey (2012 – 2016)

School of Engineering - Department of Civil Engineering

Honors: %75 Performance Scholarship

MOUNT ROSKILL GRAMMAR SCHOOL – Auckland, New Zealand (07/2009-02/2011)

ARNAVUTKOY KORKMAZ YIGIT ANATOLIAN HIGH SCHOOL - Istanbul, Turkey (2007 - 2012)

EXPERIENCE

BUCKED GAMES – Istanbul, Turkey (02/2021 – Present)

Position: Development & Operations Director

- ◆ Directing the game company in every aspect except HR and Finance
- ◆ Responsible for production framework, scheduling, marketing, and customer relations
- ◆ Managing art, development, and game design teams

LIMUNIS INFORMATION TECHNOLOGIES – Istanbul, Turkey (01/2020 – 02/2021)

Position: e-Commerce Specialist

- ◆ Managing online stores on Amazon and ETSY listings and SEO’s
- ◆ Creating and managing advertising campaign strategies
- ◆ Researching new products for markets, creating brands, and managing project teams.

UFK CONSTRUCTION – Sea Pearl Project – Istanbul, Turkey (08/2018 – 01/2019)

Position: Controlling Site Engineer

- ◆ Controlling implementation of design at the construction site

OZYEGIN UNIVERSITY – Istanbul, Turkey (09/2016 – 06/2018)

Position: Teaching Assistant

- ◆ Assisted field practices for Geodesy and Geoinformatics course
- ◆ Assisted students for Hydraulics course
- ◆ Graded homework and assisted students for Structural Analysis course
- ◆ Proctored for assigned exams

OZYEGIN UNIVERSITY– Istanbul, Turkey (07/2014 – 08/2014)

Position: Part-time student employee

- ◆ Took a leading role in guiding and providing information for prospective university students

OZYEGIN UNIVERSITY– Istanbul, Turkey (09/2013 – 02/2014)

Position: Part-time student employee

- ◆ Was responsible for the auditing of new university buildings constructed by the contractor

PROJECTS & RESEARCH STUDIES

MASTER THESIS – Bahcesehir University – UI/UX-PX Design in Games (09/2021– Exp. 2022)

- ◆ Writing a thesis on the “juiciness” level of the games to determine the right amount of the effects in games to improve the “feel good” effect of the players.

MASTER THESIS – Ozyegin University – Structural Engineering (09/2016 – 06/2018)

- ◆ Wrote a thesis on the field of blast analysis under structural engineering, which verifies and expands the blast loading understanding for terror attacks and petrochemical industry explosions

SENIOR PROJECT – Ozyegin University – Civil Engineering (09/2015 – 06/2016)

- ◆ Modelled a seven-store residential building on Etabs software
- ◆ Calculated loading analysis for both static loads and earthquake loads

SKILLS & CERTIFICATES	COMPUTER SKILLS <ul style="list-style-type: none"> ◆ Unity Game Engine (2D/3D) ◆ C# Programing (Unity Libraries) ◆ Version Control (Git, SourceTree) ◆ ClickUp Managing Tools ◆ MS Office (Including MS Project) ◆ AutoCAD, Sap2000, Etaps (Structure Design) ◆ Abaqus (Dynamic Analysis) ◆ Primavera (Project Management) ◆ Object Oriented Programing (JS) ◆ Visual Basic Programming (.NET) 	LANGUAGE SKILLS <ul style="list-style-type: none"> ◆ Turkish: Native ◆ English: C2 – Advanced (Written and oral fluency) CERTIFICATES <ul style="list-style-type: none"> ◆ Biruni University Health & Safety Master's Degree – Non-Thesis (10/2018-05/2019) ◆ Project Management – Ozyegin University (09/2014-01/2015)
EXTRACURRICULAR ACTIVITIES	<ul style="list-style-type: none"> ◆ Project manager and software designer of “Narrative Exercise” software developed for GameHighed Erasmus Project ◆ Project manager and software designer of “Curriculum Builder” software developed for GameHighed Erasmus Project ◆ Designer, manager, and product owner of “Algo-Trade Bot” software developed for algorithmic crypto trading ◆ Designer, manager, and product owner of “Dentist Integration” software developed for dentist enterprises as a software as a service (SaaS) ◆ Have great passion for video games. Both playing and developing ◆ Founder and President of Ozu Civil Club in Ozyegin University (2015) ◆ Volunteered at “HAYALLER ICIN” Social Responsibility Project (adaptation of disabled people of Cerkezkooy to society), Ozyegin University (2013) ◆ Took an active role on “Peer Advisor Program” in Ozyegin University (2012-2018) ◆ Joined trumpet classes in Mount Roskill Grammar School, New Zealand (2010-2011) ◆ Member of the chess club at Mount Roskill Grammar School (2010-2011) 	
PERSONAL INFORMATION	Date of Birth (dd/mm/yyyy): 06/09/1993 Nationality: Turkish Military Status: No Military Obligation (Exempt)	Travel Restriction: Available Driver's License: B Class Marital Status: Married
REFERENCES	Dr. Güven Çatak Founder Director of Digital Game Design Program & Bahcesehir University Game Lab (a.k.a. BUG Lab) Address: Bahcesehir University / İstanbul Tel: +90 532 442 65 78 Email: guven.catak@comm.bau.edu.tr Dr. Zeynep Başaran Bundur Assistant Prof. at Ozyegin University Address: Ozyegin University / İstanbul Tel: +90 533 449 86 80 Email: zeynep.basaran@ozyegin.edu.tr	Dr. Ali Güneş Co-founder at Limunis IT Address: Kodaman Sok. No:105 Şişli/ İstanbul Tel: +90 507 373 0563 Email: aligunes@limunis.com