

KAAN ESKİKALCI

GAME DESIGNER & DEVELOPER

kaaneskikalci@gmail.com · +90 554 975 83 42 · Levent, İstanbul, Türkiye
linkedin.com/in/kaaneskikalci · github.com/kaaneskikalci · kaaneskikalci.com

PROFILE

Game designer and developer with a B.A. in Digital Game Design, focused on gameplay systems, player experience and interactive game development. My work combines game design with hands-on development in Unity and Unreal, with a growing technical focus on C# and C++.

EDUCATION

B.A. Digital Game Design — Istanbul Bilgi University 2022 – 2026
GPA: 3.60 / 4.00 · 241 ECTS · Language of Instruction: English
Activities: Bilgi Madducks Frisbee Team · Entrepreneurship Club (social media content management) · Cine-Santral Cinema Club
Bornova Anatolian High School — İzmir
School Basketball Team

SELECTED PROJECTS

KILLSTREAM — In Development 2026 –
Project Lead · Game Design & Development, 3-person team · Unity 6, C#, FishNet · PC / Steam
• 2–6 player party game; built the networking and Steam layer (auth, lobby, reconnect) and the minigame framework.

Sprung Blast — In Beta 2026 –
Solo Developer · Game Design & Development · Unity 6, C# · iOS / Android
• Mobile block puzzle where cleared springs bounce, push and chain; designed the rules and built a deterministic, engine-independent C# rule core covered by automated tests.
• Classic and Roguelike modes (eight floors, combo-driven perk picks), balanced with bot simulations; now in closed beta with an in-game bug-report pipeline.

KAM — Graduation Project 2026
Sole Gameplay Developer, 5-person team, 2 semesters · Unity, C# · kaaneskikalci.itch.io/kam
• Isometric turn-based roguelite RPG set in Turkish mythology; designed and built the full gameplay loop — hub, run, combat, progression and persistence.
• Turn-based combat with an Action Point system and a timed-hit mechanic; enemy AI covering roaming, detection and a combat state machine.
• Playtested with 24 participants; findings drove a UI/UX rework — the timed hit rated highest (3.73/5), UI clarity lowest (2.91/5).

Sunset Express — Cancelled Prototype 2026
Game Design & Gameplay / Network Development, 3-person team · Unity, C#, FishNet
• Built a shared networked-physics carrying system for a co-op game; documented its cancellation in a postmortem.

Unreal Engine Cutscene Studies 2026
Cinematic Artist · Unreal Engine, DaVinci Resolve
• Opening and in-game cutscenes exploring framing, camera, lighting and pacing, with full production documentation.

Game & Level Design Documentation 2022 – 2025
Game Designer · Notion, Microsoft Word · design documents for digital and card games across university projects

Game Jam Projects — 8/9 and Yerinde Duramayan Adam 2022 – 2023
Game Design & Programming, 3-person teams · Unity, C# · both shipped as playable builds on itch.io

SKILLS

Engines: Unity, Unreal Engine | **Programming:** C#, C++, Blueprints | **Platforms:** PC, iOS, Android
Design: Systems design, level design, game design documentation, playtesting and player research
3D & Media: Blender, Adobe Creative Cloud, DaVinci Resolve
Tools: Git / GitHub, VS Code, Notion, Trello, Slack | **AI Tools:** Claude Code, Codex, Cursor

LANGUAGES, TRAINING & INTERESTS

Languages: Turkish — Native · English — Professional Working Proficiency
Additional training: Harvard CS50x: Introduction to Computer Science — in progress, 2026
Interests: Basketball · Reading · Video games · Travel · Film and anime