



ARDA ŞENGÜN

Game Designer - Project Manager

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<https://sites.google.com/view/sengunarda/home>

Istanbul/Turkiye

EDUCATION

Digital Game Design

Beykoz University

2017 - 2021

EXPERTISE

Leadership

Communication

Team Management

Research

Creativity

Acting

Writing

Video Editing

Editing

3D Arts

Blender 3D

Texturing

Rig and Animations

Unreal Engine 5

Unity

LANGUAGE

Turkish Native speaker

English Highly proficient

ABOUT ME

Hello, I'm Arda, a 25 years old Digital Game Designer with 3+ years of hands-on experience in game development, specializing in both design and 3D art fields. I have a degree in Digital Game Design from Beykoz University, graduating as an honor student with a 3.19 GPA. My experience working across various aspects of game creation has given me a comprehensive understanding of the development process, and I'm now seeking opportunities that I can become a part of exciting projects.

WORK EXPERIENCE

Sep2023 - Present

ActiveWindStudios - Shadow of Ancients -
INDIE PROJECT

Project Manager - Game Designer - Art Director

HShadow of Ancients is an indie project that I co-founded with a friend and am currently developing with a team of 6+ members. In this project, I take on roles across all areas of game development, including team management, project planning, design, the production of in-game 3D and 2D assets, level design, directing cinematic scenes, and working on sound and VFX. For more information about the project, you can visit the provided link.

<https://activewindstudios.com>

Jun 2023- Aug 2024

Boost Games

Level Designer and QA

Boost Games Studio specializes in hybrid-casual puzzle game development. My primary responsibility within the studio is designing levels for the puzzle games we create. Additionally, I contribute to ideation, QA, art-related tasks, and game tool development.

You can check one of our projects with the provided link.

<https://apps.apple.com/us/app/merge-the-jelly/id6456413021>

Jan 2017- Present

Fiverr

Freelance 3D Artist

In addition to my roles at game development studios, I also work as a freelancer on Fiverr. I take on freelance projects when my schedule permits and when it doesn't impact my primary job responsibilities. On Fiverr, I specialize in 3D asset modeling, texturing, and even animations.

You can check my page from provided link.

<https://www.fiverr.com/arengan>

LINKS

[linkedin.com/in/ardasengun-122](https://www.linkedin.com/in/ardasengun-122)

artstation.com/sengunarda

<https://sites.google.com/view/sengunarda/home>

HOBBIES

Gaming: Besides being a game designer, I'm a gamer. I'm not a hard-core competitive player but I've been playing games from my childhood and I love to play them at my free times.

Acting: I have been at the theater club for 3 years at university. I was Vice Chairman of the Board. I performed 3 speeches(tirades) and 1 theater play. Unfortunately we have stopped our plays due to the COVID-19 pandemic. After school I take an acting class for 6 months. Now, I'm looking for opportunities...

3D Arts: I'm intrested in designing, modelling, unwrapping, texturing, rigging and animating. I share my work at ArtStation and working as a freelancer at Fiverr.
<https://www.artstation.com/sengunarda>
<https://www.fiverr.com/arengann>

Streaming: I tried to be a youtuber when I was at highschool. I rarely upload videos now.
<https://www.youtube.com/channel/UCtopKFvsQuKLbYjebopGvYA/featured>
Now, sometimes I'm streaming at Twitch.
<https://www.twitch.tv/arengann>

FRP/DND/BoardGames: I am the Chairman of the Board of the Science and Fantasy Fiction Club at my University. I love to play dnd with my friends.
<https://www.beykoz.edu.tr/icerik/1970-bilim-ve-fantastik-kurgu-kulubu>
Swimming: I've been swimming in the seas since I was a kid.

Movies and Series: I was a member of the Cinema Club at University. I love to watching movies and discuss about them. I also tried shooting a few short movies in high school for my projects. I also directed a gameplay movie for one of my university projects.
<https://www.youtube.com/watch?v=c8AZLxf1tHd> a gameplay movie for one of my university projects.

○ Apr 2023 - Jun 2023
Ephesus Games

Lead Game Designer

I served as a volunteer Game Designer at Ephesus Games, where I had the opportunity to lead a team of game designers for a brief period, specifically on a board game project.

○ Jun 2022 - Mar 2023
Hype Games

Project Manager

I began my journey at HYPE Games as a Game Designer, and over time, I transitioned into the role of a Product Manager. Given the startup nature of the company, I also took on various additional responsibilities, including those of a Level Designer, Quality Assurance (QA) specialist, and 3D Artist whenever the need arose.

○ Sep 2021 - Mar 2022
LostCTRL

3D Artist

I began my career at LostCTRL as a 3D Artist working on their mid-core mobile game project. During my time at the company, my responsibilities included 3D modeling, detailed sculpting, hand-painted texturing, character rigging, and animation. Working alongside a highly skilled senior 3D Artist, I had the opportunity to acquire valuable insights into the various aspects of my role and gained experience in creating an efficient workflow using different software tools. Additionally, I expanded my knowledge by delving into the creation of particle and VFX effects within the Unity engine.

○ Feb 2021 - Jun 2021
Arsh Game Studio

Game Designer Intern

I completed an internship at Arsh Game Studio, specializing in level/game design and 3D arts, with a primary focus on the game design department. Arsh Game Studio was actively engaged in the development of a mobile MOBA game, and my responsibilities involved working on weekly tasks that revolved around game design principles, digital arts methods, and their practical applications. My main areas of focus were in research and development (R&D). I dedicated my efforts to exploring, testing, and refining my own ideas within the genre and in relation to existing games.

○ Sep 2020 - Feb 2021
Brat Games

3D Artist

I was a 3D Artist at Brat Game Studio, which specialized in hyper-casual game development. Despite this being my very first job experience, I was responsible for 3D modeling and texturing for ongoing game projects.