

Orçun Nişli, Game Developer

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Highlights

- ◇ Multifaceted game programmer, designer & artist.
- ◇ A pioneer and influential actor in the Turkish game industry.
- ◇ Australian Permanent Resident, seeking part-time work (up to 3 days / week).
- ◇ 14 years of experience in the game industry and worked in several PC and mobile game titles.
- ◇ Proven track record to conduct an entire game project from pre-production to hard-launch.
- ◇ BS. in Computer Engineering, and have excellent problem solving skills.
- ◇ Proficient in almost all major creative, technical and artistic tools and engines (Unity & Unreal)
- ◇ Approachable, transparent, inclusive and tranquil aura.
- ◇ Vast knowledge in:
computer graphics, game programming, interaction design, user experience, visual arts, ludology, narratology, animation, dramaturgy, cinematography, musical composition, art-history, psychology, philosophy, architecture, geographic information systems and game production.
- ◇ Co-founded Nowhere Studios and directed the [Monochroma](#) title (2014 - PC/Xbox).
- ◇ Worked at [Madfinger Games](#) in the [Shadowgun Legends](#) title (2018 - IOS/Android).
- ◇ Worked at [Bohemia Interactive](#) in the [YLANDS](#) title (2018 - PC/IOS/Android).
- ◇ Currently working on [Anytown Garage Sale Monsters](#) title (Unannounced - IOS/Android/PC).
- ◇ Earned Screen Queensland's [Games Finance Grant](#) (2019) for Anytown Garage Sale Monsters.

Experience

Company	Job Title	Date
Binary ZERO	Indie Game Developer	Sep. 2018 – Present

Keep working on my indie RPG title [Anytown Garage Sale Monsters](#) (Unannounced - IOS/Android/PC) which won the [Games Finance Grant](#) from Screen Queensland in 2019. It is developed in **Unity 3D**.

From the early pre-production to release, the [design process](#) of Anytown is fully transparent and all [game design folders](#) are accessible to Anytown newsletter subscribers.

Recording, editing and publishing [Anytown Podcast](#) (Turkish) to share the vision behind Anytown's game design, development and art.

Company	Job Title	Date
Brisbane City Council	3D Programmer	Sep. 2022 – Dec. 2022

As a short-term contractor at the Research and Modeling Unit of City Planning and Sustainability Division, I am currently working in the Virtual Brisbane project to design and implement a complete digital twin of Brisbane city in **Unreal Engine 5**. Additionally, using **Python script**, implemented a set of automation tools for ArcGIS Pro to keep the digital twin synchronized with the frequently updating GIS data sets of the city.

Company	Job Title	Date
Mynet	Creative Director / Consultant	Feb. 2020 – Jan. 2021

Remotely worked for the mobile technology company **Mynet** with one of the biggest [local mobile player-bases](#) in Turkey. As a c-level consultant and advisor to executive board members, I assisted them to renovate their game development pipelines while expanding their in-house game studio.

Designed & presented three mobile f2p mid-core project ideas as their next mobile game title. For the chosen project, I was also fully involved in hiring, managing and monitoring a pivot in-house game development team from the pre-production to the soft-launch. NDA prevents further details.

Company	Job Title	Date
Bohemia Interactive	Lead R&D Programmer	May. 2018 – Sep. 2018

Worked in the [YLANDS](#) project team for [Bohemia Interactive](#). YLANDS developed in **Unity 3D**.

Developed a Steering Behaviors and AI system and implemented that system for flying pets that fly in circles around their owner and follow them while they are moving. Each pet detects possible (static and dynamic) obstacle collisions, and adapt their flight routes accordingly even in complex situations.

Implemented a custom trail renderer to provide customization and stylization of the weapon trails that optimize the performance issues and improve the visual quality of their brand new combat system.

Also working closely with the creative director, proposed and prototyped a fully renovated 3rd person character controller and interaction scheme to improve the quality of user experience.

Company	Job Title	Date
Madfinger Games	Senior Gameplay Programmer	Sep. 2017 – May. 2018

Worked as Senior Gameplay Developer on [Shadowgun Legends](#) (2018 - IOS/Android). Shadowgun Legends developed using **Unity3D**.

Working closely with backend developers, I developed many of the social game features (Friends, Invites, Team, Guild, Chat etc.) and implemented their corresponding user-interfaces. Additionally, assisted with the implementation of many other user-interfaces (such as Settings, Leaderboards, Match-making, Quests, etc.).

Extended the project's input management system to handle all the driver configuration differences between different gamepad controller brands/models/versions (their driver configurations are also changing among PC, Android and IOS), and integrated a huge variety of gamepad controller support to the game. Also, added input customization support and implemented related user interfaces.

Company	Job Title	Date
Epik İşler	Director / Developer	Jan. 2016 – Dec. 2016

Worked as a freelance contractor for a game start-up founded by [Epik İşler](#) advertisement agency that was recently invested by the game publisher [Netmarble](#). Was solely responsible for the development, design and art of Joker Joy, an innovative f2p casual mobile game, which combines Match3 genre with Poker card game mechanics. Joker Joy was developed in **Unity 3D**.

Project canceled by the publisher, one month before the soft-launch. NDA prevents further details.

Company	Job Title	Date
NoGame	Director	Mar. 2015 – Dec.2015

Worked as the Studio Director of NoGame, the game development subdivision of Turkey's one of the biggest local game distribution companies: [ByNoGame](#).

Built the infrastructure for the new subdivision, supervised a small rookie team. Designed, directed two mobile games: [ByNoGame Bonus Hunter](#) and [Buddies: Dash in Time](#) in **Unity 3D**. Second project was canceled after the company completely suspended its investment in game development.

Company	Job Title	Date
Startup Heroes	Freelance Developer	Aug. 2014 – Jan. 2015

Worked on the [Kick Off Challenge](#) title (2015 - Mobile/Facebook). As a remote freelancer, assisted the studio to port Kick Off Challenge from AS3 to **native Android**.

Company	Job Title	Date
Nowhere Studios	Executive / Director	Aug. 2011 – Jul. 2014

Co-Founder, Creative and Technical Director of Nowhere Studios. Supervised a team of 9, developed contract projects for funding our main project: [Monochroma](#).

Worked as the Creative Director in [Monochroma](#) title (2014 - PC/Xbox). Developed with **Unity3D**.

Created the Oyna Turka (2010/2012) social game platform that hosted four social games: Bubble Shooter, Brain Teaser, Solitaire and Typing Game that all connected to a shared IAP store. Developed in **Action Script 3** and released on Facebook.

Developed Swift Visualizer as a giant screen installation for [Akbank A.S.](#) headquarters. It analyzes and provides real-time 3D visualization of the banks daily, weekly and monthly swift-transactions all over the globe in 3D beams of light particles arching between the cities around the world. Developed in **Unity 3D**

Developed several Advergames for digital advertising agencies. For example, Snickers Açlar Meydanı is a Social CCG Advergame, commissioned by [Plasenta](#) - Digital Advertising Agency, developed with **Action Script 3** and released on Facebook.

Company	Job Title	Date
Sampas A.Ş.	Lead 3D Programmer	Nov. 2008 – Dec. 2010

Worked in [Sampas A.S.](#) They are the leading Urban Planning and GIS solutions provider for all city councils around Turkey.

Developed AKOS 3D project that provides real-time 3D GIS visualization that is dynamically tessellated with the data provided from industry standard spatial raster/vector formats, and SQL databases. Developed in **.Net C#** using [Axiom 3D](#) Render Engine.

Company	Job Title	Date
Axiom 3D Render Engine	Open Source Contributor	Nov. 2008 – Dec. 2010

[Axiom 3D](#) is the **C# port** of the [OGRE 3D](#) Render Engine. Collaborated as a major source contributor.

Company	Job Title	Date
Tikle	Mobile Game Developer	Sep. 2008 – Dec. 2010

Worked as a freelance mobile game developer. Created and contributed to several mini mobile titles in various genres. All titles developed in **Java ME**.

Company	Job Title	Date
Matriks A.Ş.	Software Engineer	Aug. 2006 – Sep. 2008

Worked in the AYKDS Project for the Disaster Management Center of the Istanbul Municipality as the main system in the disaster center's meeting room. It provides real-time 3D GIS visualization of Istanbul and the nearby cities, also analyzes and displays several disaster related information. With the use of an advanced pathfinding algorithm and heuristics, it calculates and visualizes alternative navigation routes to assist decision makers while they are guiding their field teams and vehicles through the disaster. Developed in **C++ / DirectX**.

Worked in Turkcell BiletCell, a travel organizing mobile application that allows users to buy plane, ship and bus tickets. It was developed in **Java ME** and pre-installed within all the Blackberry devices that were distributed via major mobile service provider Turkcell.

Company	Job Title	Date
Zoetrope Interactive	Level Scripter	Nov. 2006 – Feb. 2007

Remotely worked as a level scripter at Zoetrope Interactive, in the [Darkness Within](#) title (2007 - PC). Developed with **C++ / DirectX** and scripted with **Lua**.

Company	Job Title	Date
Mikrotek A.Ş.	Software Engineer	Nov. 2005 – Aug. 2006

Worked in several SCADA automation projects of several industrial plants, all around Turkey. These projects were developed with **Citect Script**.

Designed the Tosyalı Demir Çelik Scada Interface, which ranked 2nd place in the Citect Scada UI/UX Design Contest.

Education

Diploma Degree	School Name	Date
BS. in Computer Engineering	Çankaya University	Sep. 2001 - Jun. 2005
Science and Math	60.Yıl Anatolian High School	Sep. 1995 - Jun. 2001

Awards

Award	Date
Best Visual Design Award	Mar. 2014

Cinematic Puzzle Platformer [Monochroma](#) won the Best Visual Design Award from Kristal Piksel.

Best Audio Design Award	Mar. 2014
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Cinematic Puzzle Platformer [Monochroma](#) won the Best Audio Design Award from Kristal Piksel.

Best Indie Game Award	Dec. 2013
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Cinematic Puzzle Platformer [Monochroma](#) won the Best Indie Game Award from GameX Istanbul.

UI/UX Design Contest Finalist	Feb. 2006
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Tosyalı Demir Çelik Scada Interface ranked 2nd place in the Citect Scada UI/UX Design Contest.

Workshops & Talks

Podcast	June 2017 - Present
Recording, editing and publishing Anytown Podcast (Turkish) episodes to share the vision behind Anytown's game design, development and art.	
Workshop	Oct. 2022
Conducted a workshop series about Advanced Game Design: Creating Meaningful Experiences at Bahçeşehir University, Game Design Lab (aka. BUG).	
Conference Talk	Apr. 2021
Presented a talk about " Systematic Problem Solving in Game Design " at Indieway Conference.	
Conference Talk	Jun. 2016
Presented a talk about The Game Industry in Turkey and was organized by ORIGINN İzmir.	
Workshop	Apr. 2015
Conducted a workshop on Hybrid Game Design at Yaşar University, Faculty of Fine Arts & Design.	
Workshop	Apr. 2014
Conducted a workshop on Creating Pre-Game User Experience for Turkcell Geleceği Yazanlar.	
Lecture	Sep. 2013
Presented a lecture on Gamification for Bahçeşehir University, Faculty of Education.	
Lecture	Aug. 2013
Presented a lecture on Game Cycle for Bahçeşehir University, Game Design Lab (aka. BUG).	
Lecture	Aug. 2013
Presented a lecture on Game UI Design for Bahçeşehir University, Game Design Lab (aka. BUG).	
Panel Talk	Nov. 2013
Attended as a panelist at the Portrait of a Game Designer Panel in Amber Fest 2013 Symposium	
Panel Talk	Nov. 2013
Attended as a panelist at the Gezi JAM - Resistance Games Panel in Amber Fest 2013 Symposium	

Skills

Game Engines	Unity ●●●●●●, Unreal ●●●●●●
Artistic Tools	Autodesk Maya, Adobe Suite (Photoshop, Illustrator, Fireworks, InDesign), Spine, Twine
Design Tools	Google Suite (Docs, Spreadsheets, Slides), Office Suite (Word, Excel, PowerPoint), Notion
Admin Tools	SVN, Git, Atlassian Suite (Jira, Confluence), Trello, Asana, Enterprise Architect
Languages	C#, C++, Java, Java Script, Python Script, Action Script, Lua
Creativity	Game Design Samples Visual Arts Portfolio