

Orçun Nişli, Creative Director

Contact Information

Birthdate 02.06.1983
Location Brisbane, Australia
Phone +61 426 558 492
Mail orcunnisli@gmail.com
Skype Id orcunnisli
Website orcunnisli.com

Highlights

- ◇ Pioneer and influential game developer & creative director in Turkish game industry.
- ◇ Approachable, transparent, inclusive and tranquil aura.
- ◇ Proven track record to conduct an entire game project from pre-production to hard-launch.
- ◇ 14 years of experience in the game industry and worked in several mobile and PC game titles.
- ◇ Proficient in almost all major creative, technical and artistic tools.
- ◇ BS. in Computer Engineering (2005) and have excellent problem solving skills.
- ◇ Vast knowledge in:
interaction design, user experience, ludology, narratology, dramaturgy, cinematography, animation, visual arts, musical composition, psychology, philosophy, architecture, art-history, programming, computer graphics and game production.
- ◇ Currently directing the [Anytown Garage Sale Monsters](#) title (Unannounced - IOS/Android/PC/XBox).
- ◇ Worked at [Bohemia Interactive](#) in the [YLANDS](#) title (2018 - PC/IOS/Android).
- ◇ Worked at [Madfinger Games](#) in the [Shadowgun Legends](#) title (2018 - IOS/Android).
- ◇ Co-founded Nowhere Studios and directed the [Monochroma](#) title (2014 - PC/Xbox).

Experience

Company	Job Title	Date
Mynet	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.

Assigned as a c-level consultant and advisor to executive board members. Assisted to renovate their project pipelines and expand their in-house game studio.

Prepared & presented three mobile f2p mid-core project ideas. For the chosen project as their next mobile game title, hired, managed and monitored a pivot in-house game development team from their pre-production to soft-launch. I am still under NDA, which prevents further details.

Company	Job Title	Date
Binary ZERO	Executive / Director	Sep. 2018 – Present

In 2018, we settled in Brisbane with my wife Zeynep Akcay, who accepted a lecturer position at the Animation Program of Griffith Film School. At this time, I focused on developing my ongoing indie RPG title [Anytown Garage Sale Monsters](#) (Unannounced - IOS/Android/PC) which won the [Games Finance Grant](#) from Screen Queensland in 2019.

From the early pre-production to release, Anytown is an “open process” project. All of the development process is transparent and all design and production documents are universally accessible. We are also recording Anytown Podcast (Turkish) to share our vision about game design, development and art. It is being developed with Unity3D.

Company	Job Title	Date
Bohemia Interactive	Senior Gameplay Programmer	May. 2018 – Sep. 2018

Worked in the [YLANDS](#) project team for [Bohemia Interactive](#). Even though I was hired as a Senior Gameplay Programmer, I was unofficially promoted to R&D Lead Programmer in a month. Using Unity 3D, I developed AI - Steering Behaviors for flying pets, re-written the entire camera and input systems to improve the user experience. I also implemented an advanced (custom tailored) particle rendering system to optimize the performance and improve the visual quality of their new combat system. Sadly, I had to leave Bohemia Interactive very early for my spouse’s academic career as an Animation Lecturer in Griffith Film School and I moved with her to Brisbane, Australia.

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

Worked as Senior Gameplay Developer on [Shadowgun Legends](#) (2018 - IOS/Android). Using Unity3D, I developed most of the social features, integrated various game controller inputs and supported various parts of the UI/UX.

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

Contract job for a game start-up founded by [Epik İşler](#) advertisement agency and invested by the game publisher [Netmarble](#). Solely responsible for the development, design and art of Joker Joy, an innovative f2p mobile game, which combines Match3 genre with Poker dynamics. Joker Joy was developed in Unity 3D and canceled one month before their first soft-launch for NDA classified internal complications within the start-up and the publisher company.

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](#). 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 (2010/11/12 - Facebook) 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. Discontinued for support in 2012.

Created SWIFT Visualizer is a digital interactive installation, commissioned by Akbank to visualize the daily SWIFT usages over 3D earth. Developed with Unity3D.

Created 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
Sampaş A.Ş.	Lead 3D Programmer	Nov. 2008 – Dec. 2010

[AKOS Sis3D](#) is a Geographical Information System that can visualize all cities in spherical 3D earth. It was developed with Axiom3D and it provides a server-client based n-tier framework. It supports several types of spatial databases, file formats and WMS/WFS.

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 (2008/10 - Java ME) titles.

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

AYKDS (Decision Support Systems for Emergency) is a 3D Geographical Information System developed for the Governor of Istanbul. It can generate and visualize disaster simulations for analysis and education purposes. Developed with C++ DirectX.

Turkcell BiletCell is a travel organizer that allows users to buy plane, ship and bus tickets. (2008 - Blackberry) It was mainly ported for all Blackberry Devices that distributed via 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.

Education

2001 - 2005 **BS. Computer Engineering**

Çankaya University

1995 - 2001 **Science & Math**

60.Yil Anatolian High School

Workshops & Talks

Podcast

Date

Serbest Oyun İmalatı - Anytown Podcast

Apr. 2021

From the early pre-production to release, Anytown is an “open process” project. All of the development process is transparent and all design and production documents are universally accessible. We are also recording [Anytown Podcast](#) (Turkish) to share our vision about game design, development and art.

Conference Talk

Date

Systematic Problem Solving in Game Design

Apr. 2021

Conducted a talk about “[Systematic Problem Solving in Game Design](#)” at Indieway Conference and shared my custom tailored methodology on resolving game design problems.

Conference Talk

Date

Game Industry in Turkey

Jun. 2016

Conducted a talk about “Game Industry in Turkey” at [ORIGINN](#) to define the whole game industry and its elements settled in Turkey.

Workshop

Date

Hybrid Game Design Workshop

Apr. 2015

Conducted a workshop about “Hybrid Game Design” at Yaşar University, Faculty of Arts & Design.

Workshop

Date

Creating Pre-Game User Experience

Apr. 2014

Conducted a workshop about “[Creating Pre-Game User Experience](#)” for Turkcell Geleceği Yazanlar.

Conference Talk

Date

Gamification

Sep. 2013

Conducted a talk about “Gamification” for Bahçeşehir University, Fac. of Edu.

Conference Talk

Date

Game Cycle

Aug. 2013

Conducted a talk about “[Game Cycle](#)” for Bahçeşehir University, BUG.

Conference Talk

Date

Game UI Design

Aug. 2013

Conducted a talk about “[Game UI Design](#)” for Bahçeşehir University, BUG.

Conference Panel

Date

Portrait of a Game Designer

Nov. 2013

Panelist at "[Portrait of a Game Designer](#)" for Amber Fest 2013 Game Symposium

Conference Panel

Date

Gezi JAM: Resistance Games

Nov. 2013

Panelist at "[Gezi JAM: Resistance Games](#)" for Amber Fest 2013 Game Symposium

Awards

Award

Date

Kristal Pksel: Best Visual Design

Mar. 2014

As Nowhere Studios, we won Best Visual Design Award from METU ATOM with our cinematic puzzle platformer Monochroma.

Award

Date

Kristal Pksel: Best Audio Design

Mar. 2014

As Nowhere Studios, we won Best Audio Design Award from METU ATOM with our cinematic puzzle platformer Monochroma.

Award

Date

GameX Awards: Best Indie Game

Dec. 2013

As Nowhere Studios, we won Best Indie Game Award from GameX with Monochroma.

Award

Date

Citect Scada UI Design Award Finalist

Feb. 2006

My interface design on Tosyalı Demir Çelik Scada Project presented as 2.nd finalist in the 2006 International Citect Scada User Interface Design Contest.