



Atilla Kabakcioğlu

Lead Game Designer / Game Director

Work Experience

Lead Game Designer / Game Director

Arti XR - İstanbul, Turkey (01/2024 - 06/2025)

- As Lead Game Designer / Game Director, **defined** and drove the **creative vision, scope, and strategic direction** for Tactica: First Contact, a VR/AR tabletop turn-based strategy game.
- Architected, prototyped, and iteratively refined **complex game systems**, including **character skills, skill card progression, team dynamics, skill synergy, and diverse mission structures**, ensuring balanced and engaging single-player and multiplayer VR/AR experiences.
- Directed** comprehensive project management across engineering and art teams, **ensuring alignment with the defined design vision and project scope** while personally developing story, lore, and narrative.
- [Tactica: First Contact - Gameplay Trailer](#)
- [Tactica: First Contact on Meta Quest Store](#)

Game Designer

Lightneer - Helsinki, Finland (10/2021 - 05/2023)

- Drove rapid **ideation, prototyping, and iterative design** for F2P mobile game concepts in **Unity**, collaborating effectively within a diverse, multicultural team environment.
- Led project coordination** for game concept development, focusing on early validation, publisher alignment, and data-informed decision-making.

Team Lead / Game Designer

El-Capitan - Konya, Turkey (06/2021 - 10/2021)

- Led 4 cross-functional mobile game development teams** (12 individuals total) as Team Lead / Game Designer, overseeing project coordination and delivering against design goals.
- Managed external communications and collaboration with publishers** to facilitate game development and idea generation.

Game Designer

Zerosum Games - İstanbul, Turkey (06/2020 - 06/2021)

- Drove game design and rapid iteration processes for multiple F2P mobile titles; **led project management across the games**, ensured they **aligned with the design vision, scope**, and were on track, and **mentored intern game designers**.
- Managed to design 2 top chart games from ideation to live ops**, and iterated on core gameplay loops for [Barista Life \(9M+ downloads\)](#) and [Long Nails \(1M+ downloads\)](#).
- Drove high player retention and contributed to commercial success** by iterating on core gameplay loops, monetization, progression elements, and refining mechanics and UX through **A/B testing and live ops**.

Game Designer

Omicron Games - İstanbul, Turkey (07/2019 - 06/2020)

- Drove game design and rapid iteration processes for F2P mobile titles; **led project management to align development with core vision and scope**.
- Designed a top-charting game from ideation to launch**, and iterated on core gameplay loops for [Slap Masters \(1M+ downloads\)](#).
- Contributed to player retention and commercial success** by integrating early monetization strategies and intuitive UX/mechanics, informed by market trends and player feedback.

Contacts

Phone: (+90) 534 682 9467

E-mail: atillakabakcioglu@gmail.com

Portfolio: www.atillakabakcioglu.com

LinkedIn:

<https://www.linkedin.com/in/atilla-kabakcioglu/>

Address: Istanbul, Turkey

Summary:

Experienced Game Designer with 6+ years specializing in F2P **mobile game development**, designed **3 top-charting titles (11M+ downloads)** and a **Lead Game Designer role on a complex VR/AR strategy game**. Expert in designing and iterating on **core gameplay loops**, creating engaging levels and encounters, and prototyping intricate game systems using **Unity**. Passionate about crafting deep, lasting player experiences. Proven ability to own features from concept to execution, refine through playtesting, and collaborate effectively across all disciplines.

Education

Hacettepe University
German Lng. and Literature

2013 - 2020

Game Design & Systems:

- Core Systems Design:** Progression Systems, Monetization Systems, Economy Design, Balancing, Player Retention Loops, LiveOps
- Gameplay Design:** Combat Design, Unit Design, Level Design, Mission Design, Narrative Design, System Design, Skill Design
- Methodologies:** Rapid Prototyping, Iterative Design, A/B Testing, Data-Driven Design, Feature Ownership, Playtesting & Feedback Integration, Design Documentation

Tools & Software:

- Game Engines:** Unity
- Version Control:** Git, Plastic SCM
- Project Management:** Asana, Trello, Miro, Figma
- Data Analysis:** Excel, Google Sheets
- Art & Prototyping Tools:** Adobe Photoshop

Leadership:

- Team Leadership, Cross-Functional Collaboration, Project Coordination, Scope Management, Mentorship

Platform Expertise:

- F2P Mobile, VR/AR