Atilla Kabakcıoğlu



SENIOR PRODUCT MANAGER | GAME PRODUCER | TEAM LEAD

Prague, Czech Republic | +420 601 264 254 | atillakabakcioglu@gmail.com
atillakabakcioglu.com | linkedin.com/in/atilla-kabakcioglu

PROFESSIONAL SUMMARY

Game product and production leader with 7+ years of experience across free-to-play mobile and VR/AR games. Combines product roadmap ownership, cross-functional production, player-focused game design, and data-informed decision-making. Currently leads a distributed 10+ person team through mobile game development and market validation; previously contributed to three mobile titles with 11M+ combined downloads.

CORE COMPETENCIES

Product & Production: Product Strategy, Product Roadmaps, Agile Development, Sprint Planning, Milestone Delivery, Scope and Risk Management, Stakeholder Communication, Backlog Prioritization, QA and Release Coordination

Game Design: Mobile F2P, Core Gameplay Loops, Game Economy, Progression, FTUE and Onboarding, Gameplay Balancing, LiveOps Planning, Monetization (IAP and Ads), Rapid Prototyping

Analytics & Tools: Player Retention (D1/D7/D30), CPI, Playtime, UA Testing, A/B Testing, Playtesting, Firebase Analytics, Asana, Unity, Figma, Miro, Excel, Google Sheets, Git, Plastic SCM

PROFESSIONAL EXPERIENCE

Senior Product Manager / Team Lead (Contract) | Athena Studio

Feb 2026 - Present | Remote | Prague, Czech Republic

- Lead product strategy and end-to-end production for Block Boom: Home Design (Project Praha), a mobile block puzzle and home-design game, from prototyping through Google Play release and paid user acquisition (UA) testing.
- Coordinate a 10+ person team across game design, engineering, 2D/3D art, and QA in Europe and Vietnam; run biweekly sprints, milestone planning, daily stand-ups, and leadership reviews.
- Coordinated the initial development milestone spanning 300+ tracked tasks and 95%+ goal completion; manage scope, dependencies, release readiness, and production risks.
- Guide cross-functional decisions on core puzzle and merge mechanics, adaptive difficulty, progression, energy economy, tutorial/first-time user experience (FTUE), monetization, and LiveOps scope.
- Partner with UA, design, and analytics teams to evaluate CPI, D1 retention, session length, and A/B test signals; reprioritize onboarding and core-loop work based on performance evidence.
- Support recruitment and onboarding of creative/design talent; improve QA escalation, bug triage, and coordination with engineering leads; direct market research and concept exploration for future puzzle titles.

Lead Game Designer / Game Director | Arti XR

Jan 2024 - Jun 2025 | Istanbul, Turkey

- Owned creative vision, game design scope, and feature direction for Tactica: First Contact, a VR/AR tabletop turn-based strategy game.
- Designed and prototyped interconnected gameplay systems: character skills, skill-card progression, team synergies, and mission structures for single-player and multiplayer.
- Coordinated engineering and art delivery against the design vision while developing narrative, story, and lore.

Game Designer | Lightneer

Oct 2021 - May 2023 | Helsinki, Finland

- Ideated and prototyped F2P mobile game concepts in Unity through rapid iteration, playtesting, and feedback-driven design.
- Coordinated early-stage concept development, publisher alignment, and product decisions within a multicultural team.

Team Lead / Game Designer | El-Capitan

Jun 2021 - Oct 2021 | Konya, Turkey

- Led four cross-functional mobile game teams comprising 12 people; managed priorities, execution, and alignment with design objectives.
- Managed publisher communication and collaboration around new concepts and development milestones.

Game Designer | Zerosum Games

Jun 2020 - Jun 2021 | Istanbul, Turkey

- Helped take Barista Life (9M+ downloads) and Long Nails (1M+ downloads) from ideation into live operations, designing and iterating core gameplay loops.
- Improved gameplay, UX, progression, and monetization through playtesting, A/B tests, and LiveOps iteration.
- Coordinated feature execution across disciplines and mentored junior game designers.

Game Designer | Omicron Games

Jul 2019 - Jun 2020 | Istanbul, Turkey

- Designed and iterated Slap Masters (1M+ downloads) from early concept toward launch, focusing on intuitive mechanics, UX, and progression.
- Contributed to mobile F2P feature planning and monetization decisions using market research and player feedback.

SELECTED TITLES AND PORTFOLIO

Block Boom: Home Design | Tactica: First Contact | Gameplay trailer | Barista Life | Long Nails | Slap Masters

EDUCATION

Hacettepe University | German Language and Literature | 2013 - 2020