# **UMUT BAŞAR**

## Game Designer - Product Manager Candidate

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## **SUMMARY**

Together with two of my university friends, we founded YIU GAMES and started to produce projects in the field of mobile games. I work as a Game Designer and Product Manager. We were accepted to the OGEM Incubation Program and had the opportunity to meet with game lovers by opening a booth at the GIST game fair in September 2024. I managed the publishing processes of our games on Android and iOS platforms.

I am currently continuing my education in the Digital Game Design department at Beykoz University and will graduate in June 2025. I was also accepted to the Artificial Intelligence and Technology Academy, an 8-month program supported by Google. Thanks to this academy, I will receive training in various areas of the game industry such as Game Development with Unity, Google Project Management Certificate Program, entrepreneurship, law and finance.

#### **EXPERIENCE**

YIU GAMES Istanbul

## Game Designer - Product Manager

Feb. 2024 - Present

- We are developing mobile games with two teammates I worked with in our university project classes.
- We were accepted into the OGEM Incubation Program and opened a booth at the GIST 2024 game fair in September.

## **PROJECTS**

MY GAS STATION Oct. 2024 - Feb. 2025

- A game to be published on iOS and Android platforms in February 2025, where players manage and develop a gas station. The game will include features like Electric Charging Stations, a Tire Shop, and a Car Wash.
- Role: Game Designer, Product Manager, UX-UI Designer, Team Leader.

OCEAN ISLANDS Feb. 2024 - Nov. 2024

- A maritime-themed mobile game published on iOS and Android platforms in November 2024, where
  we explore different islands, go fishing, and embark on various adventures by interacting with the
  islands.
- Role: Game Designer, Product Manager, UX-UI Designer, Team Leader.

App Store: Ocean Islands on the Play Store

Play Store: Ocean Islands - Apps on Google Play

#### **BEYKOZ UNIVERSITY - DIGITAL GAME DESIGN**

2020 - 2025

• I have received education in Game Design, Project Management, Game Development, 3D Modeling, 2D Art, User Experience (UX), and Interaction Design. During university project courses, we advanced and published the games we developed. In addition to taking on roles as a Game Designer and Project Manager, I actively participated in various aspects of game publishing and development processes, enhancing my skills.

## **CERTIFICATIONS & ADDITIONAL TRAINING**

## YAPAY ZEKA VE TEKNOLOJÍ AKADEMÍSÍ

Dec. 2024 - July 2024

• I have been accepted into the Yapay Zeka ve Teknoloji Akademisi (Artificial Intelligence and Technology Academy), a prestigious program launched in collaboration with Google Türkiye, the Turkish Entrepreneurship Foundation, and the T3 Startup Center. This initiative is supported by the Republic of Türkiye Ministry of Industry and Technology and the Presidency of Türkiye Digital Transformation Office. Out of 25,000 applicants from across Türkiye, I am proud to be among the 2,000 selected scholars.

During this 8-month program, I will receive training in:

- Game Development with Unity and AI-integrated Unity modules,
- Google Project Management Certification Program,
- Social skills, technology entrepreneurship, law, and finance sector training.

## ADDITIONAL INFORMATION

- Language Skills: English (Intermediate) Turkish (Native)
- **Technical Skills:** Mobile Games, Game Design, Game Design Document, Project Planning, Project Management, Leadership, Team Management, Change Management, Strategic Thinking, Problem Solving.
- **Programs I Use:** Jira, Trello, ClickUp, Office Programs, Figma, Photoshop, Machinations, Blender, Unity, Xcode, Slack.
- **Volunteer Experience:** LÖSEV (Foundation for Children with Leukemia, 2019) Local Animal Protection (Istanbul Metropolitan Municipality, 2021-2022)
- Interests and Hobbies: Football, Basketball, Canoeing, Photography, Traveling.

## REFERENCE

• UMUT ERSARAC • linkedin.com/in/umutersarac/ • umutersarac@gmail.com