



# Mehmet Ekmekci

Game Designer

Národní obrany 15  
Dejvice, 160 00 Prague  
+420 775 065 190  
mehmetekmekci.ieee@gmail.com

## BIOGRAPHY

I'm a game designer and a Scrum master currently leading a backend team in a software company in Prague. I spend most of my free time studying game design and working on independent gamedev projects. As a designer I focus on gameplay and narrative design, and I'm quite familiar with both Unity and Unreal Engine.

 /mekmekci.com

 /mehmetekmekci

 /eppekci

## SKILLS

Unreal Engine - Kismet / C++

Unity - C#

TypeScript / Node.JS

Adobe XD - Photoshop CC

English - C2

German - B2

Czech - A1

Turkish - Native

## EDUCATION

### Master of Automotive Engineering

Czech Technical University in Prague

Nov 2014 - June 2016

### German Language & Literature

DID Deutsch Institut in Frankfurt am Main

Oct 2013 - Oct 2014

### Mechanical & Automation Engineering

Yildiz Technical University in Istanbul

Sep 2008 - Sep 2013

## CERTIFICATIONS

### Scrum.org

Professional Scrum Master II

### Coursera

CalArts - Game Design: Art & Concepts Specialization

## EXPERIENCE

### • Agile Team Manager

*Emplifi | Feb 2020 - Present*

-Assembled and managed 2 data backend teams focused on parsing, mapping and delivering the data fetched from social media APIs.

-Educated and coached 2 senior developers to grow and successfully take over teams as leaders.

-Introduced and transformed the organizational PI planning process. Coordinated and improved the global development capacity planning and delivery.

### • Game Designer

*Bohemia Interactive Sim. | Nov 2018 - Feb 2020*

-Designed and implemented VBS Call for Fire, VBS Radio and Swedish tank STRF 9040 over multiple VBS3 releases with a feature team.

-As a part of the VBS4 early access release, conceptualized, designed and implemented the game's main menu UI under the guidance of the lead designer and the lead UX designer.

-Modeled a performance measurement system that achieved a successful release with 40% increased performance and stability.

-Scrum master of feature team A and team VBS4 core.

### • Product Validation Engineer

*Valeo | Mar 2017 - Oct 2018*

-Developed java automation tests for smart vehicle components.

-Researched and developed a light spectrum test that increased the production quality of light transmission sensors.

### • Lead Developer

*Hollow Lantern | Feb 2018 - Present*

-Leader of an indie development team called Hollow Lantern.

-Released "Mission Infinity" developed in Unity for mobile storefronts in April 2019. Currently working on a first person narrative adventure called "The Dark Shift" developed in Unreal Engine.