

# ARDA ADAM IRMAK

GAME DESIGNER

Portfolio: [arda-ai.com](http://arda-ai.com)

## CONTACT

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## DESIGN SKILLS

- Systems design & balancing
- Level design & block out
- Design documentation
- Iterative design process
- Conducting play tests
- Narrative dialogue design
- Character & lore writing

## TECHNICAL SKILLS & TOOLS

- Unreal Engine 4 & 5
- Unity Engine 3D
- C# and C++ scripting
- UE blueprint scripting
- Azure DevOps (Visual Studio)
- Github
- SCRUM with JIRA & Trello
- Lua

## GENERAL SKILLS

- 3D modeling and animation
- 3DSMax Studio
- Adobe Photoshop
- Easy to coach
- Texturing & digital art
- Miro

## EXPERIENCE

Zonex Entertainment Studios, June 2022 - May 2023

[See More >](#)

Associate game & narrative designer

- Designed systems and content as well as writing the entire narrative for horror game "Reflection: The Greed" which sold 5000+ copies on steam
- Collaborated with our interdisciplinary team of 30 to integrate narrative elements into gameplay along with implementing content and mechanics
- Engaged in research for developing gameplay mechanics and narrative visiting various relevant sites and compiling supportive document that included 20+ sources from other games and media

Intergalactic Education, January 2022 - May 2022

[See More >](#)

QA & game design intern

- Brainstormed ideas for systems and mechanics analyzing existing projects
- Play tested prototypes, provided design feedback, and bug reports paving the way for 10+ major issues being fixed and many more minor ones
- Co-ordinated with and learned directly from the lead designer on 3 projects
- Conducted research on astronomy and rockets to improve design accuracy

Aegis Studios, August 2021 - May 2023 (Part time)

[See More >](#)

Game design & team lead

- Designed main gameplay mechanics and created documentation
- Managed and collaborated with a team of 9, assigning tasks and organizing it
- Facilitated prototyping and in-engine development of the game

Ogre Crossing Games - September 2020 - July 2022

[See More >](#)

Playtester

- Playtested content, provided constructive feedback, pointed out design flaws, and suggested ideas for the board game "Alien Petshop"

## ACHIEVEMENTS

iLRNFuser Game Jam - Award Winner Summer 2021

"Best in show for inclusivity" award & 2nd place overall for "Ocean Heroes!"

## EDUCATION

George Mason University, CVPA, 2023

3.7 GPA, Four Time Dean's List Awardee. Computer Game Design BFA  
Minor in History (*Specializing in European History*)