

ARDA ADAM IRMAK

GAME DESIGNER

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SHIPPED TITLES

Slip 'N Slime - PC/Godot
Reflection: The Greed - PC/UE4

CONTACT

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DESIGN SKILLS

- Systems design & balancing
- Game mechanics design
- Prototyping rapidly & implementation
- Iterative design process
- Play testing & tools
- Documentation
- Narrative dialogue design

TECHNICAL SKILLS & TOOLS

- Unreal Engine 4 & 5
- Unity Engine 3D
- Godot
- 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

Wild Magic Studios, April 2024 - November 2025

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Game Designer | Slip 'N Slime (2D Hybrid Casual Puzzle)

- Designed the stream mechanic and its interaction with other mechanics through to shipped implementation; prototyped three further mechanics.
- Owned the world map progression and difficulty curve for the full game - 17 uniquely themed sections across 4 biomes - iterating based on feedback.
- Built the team's crawl, walk, run tutorialization standard for a zero-text game: every mechanic is taught through level geometry and affordance alone, making it playable in any language.
- Designed 60% of the game's shipped levels from sketch and blockout in Tiled to final art, each built around a distinct mechanical premise with multiple valid solutions, combining 10+ mechanics; collaborated on the remaining 40% and authored the level design pipeline and documentation the team adopted.
- Established and ran the team's playtest surveys and review process.

Zonex Entertainment Studios, June 2022 - May 2023

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Game Designer | Reflection: The Greed (3D Horror / Puzzle)

- Designed the horror encounter systems for Reflection which sold 5000+ copies on steam. Focused on player curiosity where threats are telegraphed so observant players are rewarded, and the rest get real subversion.
- Designed the shapeshifting-room and parkour mechanics, the game's two core differentiators, keeping traversal fast, fresh, and unsafe-feeling through the run.
- Designed the antagonist's behavior model turning written character intent into encounter rules and non-lethal capture states that sustain tension.

Intergalactic Education, January 2022 - May 2022

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QA & Game Design Intern

- Brainstormed and proposed ideas for systems and mechanics, analyzing existing projects and working directly with the lead designer across 3 projects.
- Tested every build and filed reproducible bug reports in Azure DevOps, contributing to 10+ major issues fixed; researched NASA data for accuracy.

ACHIEVEMENTS & EDUCATION

- George Mason University, BFA, Game Design Major; History Minor 2023
- Tencent GWB Game Awards 2025 Finalist, Slip 'n Slime
- Student Game Awards 2024 Finalist, Isles of Ferum
- iLRNFuser Game Jam 2021 #2 & Best in Show - Inclusivity, Ocean Heroes