

DERYA BERGE



BSc. in Game Design & Development

PROFILE

Game Design & Development valedictorian graduate. Creative, hard working, quality oriented and highly dependable. A multilateral person who enjoys gaming, sailing, playing guitar and reading.

SOFTWARE

- ◆ Unreal Engine
- ◆ Unity Engine
- ◆ Adobe Ps
- ◆ Blender
- ◆ Adobe Pt

LANGUAGE

- ◆ Turkish
- ◆ English
- ◆ Italian

CONTACT



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deryaberge.com

EDUCATION



BSc. Degree

(2018 - 2022)

Istanbul Bilgi University

Game Design & Development

GPA 3.90/4.00, Valedictorian

EXPERIENCE



Firebyte Games

Junior Game Designer

(February/2022 - November/2022)



Created and pitched over 100 game ideas with visuals and mock-ups.



Participated in Live Ops of a mobile hit game to enhance and improve the player experience by providing new features, updates, in-game events and optimizations.



Worked with 10+ team members to ensure a cohesive and seamless experience and deliver the project within targets and deadlines.



Arcade Clan

Junior Game Designer

(August/2020 - January/2021)



Designed levels, environment and encounters.



Tested and balanced level systems, difficulty and pacing.



Created game concepts; wrote and managed GDDs.



Researched and analyzed new game trends in mobile market and generated practice data.



Hero Games

Game Design Intern

(February/2020 - June/2020)



Identified gameplay issues and pitched solutions within scope and tech limitations.



Created UI mockups and visuals to help convey ideas to a wide audience.



Designed new features and improvements for post-release updates.



Modeled and textured 3D assets using Maya.