

# Ismail Mert Tarihci

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## WORK EXPERIENCE

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### Magic Media / Starloop Division

Remote

Senior Game Designer (Economy)

January 2023- Present

- Designed and implemented a comprehensive economy system, including economy theory, NFT design, premium shop design, brand integration, and monetization strategies. Gathered data from 45 different games and used statistical analysis to optimize the in-game economy.
- Led the design and implementation of combat mechanics, ability systems, progression systems, threat generation, and targeting systems
- Contributed to the development of various game features and systems, including AI, UI, guild systems, gathering systems, and inventory management, enhancing player experience and fostering immersive gameplay. Collaborated in pitch creation for different games, providing innovative ideas and leveraging expertise in game design and economy.

### Firebyte Games

Istanbul

Game Designer

July 2022-January 2023

- Maintained game design documentation, pitched new ideas, and followed the process from ideation to prototyping
- Oversaw and improved gameplay, economy design, monetization, UX, and UI of our RTS
- Created session design elements, F2P economy loops, and NFT tokenization processes
- Collaborated with CTO, Product Manager, Game Developer, Art Director & artists

### Dingos

Remote

Lead Game Designer, and Advisor and Co-Founder

December 2021-January 2023

- Calculated and designed in-game economy as well as tokenomics for the project.
- Optimized battle systems, damage multipliers, and earning mechanisms.
- Originated in-game faction systems, and integrated philosophical narratives into game systems in order to provide context to in-game behaviors.
- Created player classes and balanced them to ensure player experiences were fair.
- Managed a team of 4 game designers, 2 artists, and 2 game developers. Set creative vision and manage development budget.

### Defimons

Remote

Lead Game Designer, Creative Director, and Co-Founder

November 2021-January 2023

- Assembled in-game economy to provide sustainability to the project for the future 4 years.
- Created in-game factions, special events, minigames, and guilds to provide players with social interactions
- Assembled an original battle system to change the monotonous gameplay that round-based battle systems bring.
- Designed health points, stamina, mana and attributes, choice-making, and personalization interactions
- Managed a team of 6 artists, 2 game designers, and 4 developers. Set creative vision and manage development budget.

### Gameforge

Remote

Game Designer

June 2017- February 2022

- Conceptualized and created, prototyped different types of game mechanics including social interactions, game economy models and battle systems, and more than 53 minigames that have been experienced by millions of players on 6 continents.
- Help balance hero classes distributed on 3 races and 12 classes for events with over 100K users monthly.
- Formulated in-game events bi-weekly non-stop for the duration of my role and took decisions to distribute rewards to balance the in-game economy.
- Maintained QA work, prepared reports through in-game data to formulate decisions for the game, and changed and re-iterated the in-game meta. Created game design documents suited to creating prototypes.

## EDUCATION

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### University of London

London (Distance)

Computer Science

2022-Present

### Google

Remote

Data Analysis

February 2022-August 2022