

FURKAN CELAL EDİKLİ

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PROFESSIONAL SUMMARY

Dynamic Game Producer & Designer with over six years of extensive experience in mobile and PC game development, driving impactful projects from conception to successful execution. Expertise encompasses creative direction, team leadership, and strategic planning, ensuring alignment with market trends and player expectations. Proven ability to manage complex production pipelines and deliver engaging gaming experiences leveraging Unity, Adobe Premiere Pro, and Adobe Photoshop.

WORK EXPERIENCE

Project Manager & Game Designer

Chef Game Studio, Ankara | Oct 2024 – Sep 2025

- Acted as Scrum Master, overseeing project management and production pipelines.
- Managed a multidisciplinary team of game artists and developers, ensuring smooth collaboration.
- Led the game design and production of a new VR project, from concept to prototype stage.
- Generated and developed new game ideas aligned with company goals and market trends.

Game Designer

Core Studios, Istanbul | Dec 2023 – Nov 2024

- Managed live-ops and product management for hit games with over 75 million downloads, including Outlets Rush and Suzy's Restaurant.
- Developed successful game titles in collaboration with Supercell.
- Designed and prototyped new game features and gameplay mechanics.

Producer & Product Manager

Otto Games, Ankara | Feb 2023 – Dec 2023

- Led the company's strategic transition from mobile to PC game development.
- Managed planning, production, narrative design, and budget control for PC projects: Auto Sale Life & Yubu: The Shoeventure.
- Oversaw hyper-casual production processes in collaboration with Rollic.

Co-Founder / Producer

Digital Mythical, Ankara | Jan 2022 – Apr 2023

- Managed investment processes and successfully completed the angel investment round.
- Led design, iteration, and level design for the PC title Rogue Ottoman.
- Creating hybrid-casual games for various publishers.

Product Manager

Udo Games, Ankara | May 2021 – Dec 2022

- Prepared comprehensive GDDs and designed hyper-casual mechanics.
- Creating 2 launch games with Rollic Money Honey! & Tailor Master
- Led the Game Design Team

Marketing Specialist

PublishMe, Istanbul | Feb 2020 – Feb 2021

- Managed esports operations and marketing for Supercell, Activision, Epic Games, and Ubisoft.
- Developed marketing strategies and communication plans for the Turkey and MENA regions.

EDUCATION & ACADEMIA

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Guest Lecturer: Ankara Bilim University – Taught Game Design 101 elective course (Sep 2023 – Mar 2024).
- **Instructor:** Laba Turkey – Delivered a 12-week Game Production & Game Design program (Sep 2023 – Dec 2023).
- **Bachelor's Degree:** Business Administration, Gazi University, Ankara (2013 – 2019).
- **Co-Founder:** Gazi Esports official university society.

SKILLS & CERTIFICATIONS

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Technical: Unity, Adobe Photoshop, Adobe Premiere Pro, Game Design (GDD), Scrum, ASO.
- **Languages:** Turkish (Native), English (B2).
- **Certifications:** Game Development with Unity (Google), Intro to Game Design (MITx), Gamification & UX (Userspots).