




# BALIM ALPAY

## LEVEL DESIGNER

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 <https://linktr.ee/leiadis>

### EDUCATION

Izmir University of Economics

#### Design Studies

Master's Degree

**Thesis:** A comparison of procedural-generated and human-designed two-dimensional platformer game levels  
2021 - 2024

Izmir University of Economics

#### Architecture

Bachelor's Degree

2016 - 2020

### SKILLS

- Level Design
- Game Design
- Economy Design
- Quest Design
- Lighting
- Level Optimization
- BlockOut
- Unreal Engine
- Unity
- Rhinoceros 3D
- Adobe Design Tools
- GIT / Sourcetree / Plastic SCM
- C#
- Microsoft Office
- Miro / Figma / ClickUp / Jira
- Blender Animation

### GAMES DEVELOPED

- Olpamis
- Tile Tales: Pirates
- Contain
- The Unfettered
- Concubine
- Restless Lands
- Furnish Up

### LANGUAGES

- English *Professional Working Proficiency*
- Italian *Pre-Intermediate*
- Turkish *Native*

An imaginative **architecture graduate** with a **master's degree** focused on **procedurally generated level design** in gaming, excelling in **collaborative teamwork** and **innovative design solutions**. Her passion for level design, rooted in architecture, has evolved into a keen interest in **Artificial Intelligence** and **programming**, leading them to pursue further education in Computer Programming with a focus on **C#**. Aims to blend **AI** and **game design** to **create immersive experiences**, continuously pushing the boundaries of **interactive environments**. Additionally, shares **level design insights on YouTube** and **social media**, attracting over **fifteen thousand followers** as a **content creator** and **In-Game Photographer**.

### EXPERIENCE

#### LEVEL DESIGNER

Roof Games - Istanbul - 02.2025 / 08.2025

- Worked on Olpamis; an upcoming **metroidvania-platformer for PC and console and mobile**.

#### GAME - LEVEL DESIGNER

Roogi - Istanbul - 09.2024 / 02.2025 (Contract)

- Worked on Realm Guard, upcoming **hybrid casual tower defence mobile game**.
- Became the part of the team temporary, did economy modeling and data analysis. Deconstructed existing games, identified patterns and applied insights.

#### GAME - LEVEL DESIGNER

NineZyme - Tallinn - 04.2024 / 06.2024 (Contract)

- Worked on Tile Tales: Pirates for **PC, console and mobile**; story-driven casual **puzzle** game, using **Unity**.
- Became the part of the team temporary, involved in adding new levels and content, created the scenes, implemented game components.

#### LEVEL DESIGNER

Upgrade Entertainment - Izmir - 07.2023 / 03.2024

- Worked on **Concubine** for **PC**; a sensual, dark fantasy **hack & slash ARPG**, using **Unreal Engine 5**.
- Analyzed and studied on **historical places**, drew **game maps** and designed **levels**.

#### LEVEL DESIGNER

Awkay Technologies - Izmir - 09.2022 / 03.2023

- Worked on a **souls-like RPG** project named **The Unfettered** for **PC**, using **Unreal Engine 5**.
- Designed levels, developing gameplay elements, creating experience and being part of game design.

#### GAME - LEVEL DESIGNER

MobGe- Izmir - 09.2021 / 09.2022

- Designed levels for 15 **hyper-casual games**, created **CPI scenarios** and designed the **economy of games** in **Unity**.

#### GAME - LEVEL DESIGNER

Leiadis - Self Employed - 01.2021 / .....

- Working on projects to improve myself, especially like working in FPS, Platformer-type games. Focusing on **level design**, **game design** and **environmental design**.
- Designed a level on an intense, **first-person cooperative tactical shooter** game named **Contain** for **PC**, using **Unreal Engine 5**.
- Designed levels on a **platformer**, pixel art, **indie project** named **Restless Lands** for **PC**.