MEHMET BULĞAK

mehmetbulgak.com | bulgakmehmet99@gmail.com | +90 545 552 21 33 | LinkedIn | GitHub | Behance

SKILLS

Design: Level design, puzzle mechanics, difficulty balancing, progression, FTUE, design documentation
Product: Feature design, game economy, booster systems, IAP and rewarded-ad flows, rapid prototyping
Analysis: A/B test design, KPI definition, level funnels and drop-off, player behaviour analysis, SQL, Excel
Tools: Unity, C#, custom level editors, Firebase Analytics, Remote Config, Figma, Blender
Languages: Turkish (Native), English (Professional)

GAME PROJECTS

Playable games & design case studies - **mehmetbulgak.com**

Aplomb (Balance puzzle)

- Designed **84 levels** across seven exhibitions, with mechanic introductions, harder checkpoints and breather levels.
- Built a Unity level editor and solver to prototype layouts; revised **15 levels** after bot tests, cutting levels far below their completion target from 12 to 1.
- Ran a bot A/B test of the placement preview on **10,000 bots** and analysed it in SQL and Excel: with the preview, bots made 60% fewer mistakes at similar progression but bought far fewer Undo boosters.
- Designed boosters, rewards and the shop; added 30+ Firebase Analytics events for progression and economy.

Mozaik Blast (Pattern-based blast puzzle)

- Designed all **100 levels** across four chapters in a custom Unity editor, with step-by-step onboarding, breather levels and chapter finales.
- Used failure heatmaps to revise two levels and tested six variants of a chapter finale in **16,200 bot runs**.
- Designed lives, currency and continue offers; in SQL and Excel, continues taken with 90%+ of the pattern painted won 54.8% of attempts vs 32.5% at 80–89%.

Crumble Crew (Demolition puzzle)

- Designed **50 levels** across five groups, using introduction, practice and finale levels to teach new block mechanics and develop multi-move planning.
- Built a Unity level editor with live solution checks and draft playtesting; used 50 bot profiles to find bottlenecks and reworked **seven levels**: bots quitting at the first group's finale fell from 45.6% to 29%.
- Reordered the upcoming buttons on a level that punished planning, keeping the map unchanged: planning bots' first-try wins rose from 2% to 42%.

PROFESSIONAL EXPERIENCE

GetMobil Full Stack Developer (Nov 2024 - Sep 2026)

- Developed getmobil.com in Next.js and a React partner admin panel; contributed to the C# and PHP backend.

Papel Full Stack Developer (Jun 2024 - Nov 2024)

- Built fintech web apps with React, TypeScript and C#/.NET, integrating payment and transaction APIs.

Karaca Full Stack Developer (2023 - 2024)

- Developed karaca.com features in React and PHP and optimised its high-traffic backend.

Azerion Frontend Developer (2021 - 2023)

- Built React and Vue features for Azerion's gaming platforms Tubia and GameDistribution.
- Used the Phaser HTML5 game framework and built real-time game score features with WebSocket and Node.js.

EDUCATION

Yıldız Technical University Bachelor's in Communication Design (2017 - 2021)