

M. Emir Ilgun

Game Designer



Profile Summary

I studied International Trade and worked in Human Resources for five years, gaining experience in different roles and industries. Later, I decided to follow my passion and learned software development and the Unreal Engine 4. I wrote my first book and created my first game, which I showcased at a game expo in 2018. After a few startup years, I joined a small mobile game company in 2021. We grew the company and sold it to one of the biggest oil companies in the country. During this time, I helped design several games, including mid-core, match-3, blockchain football, and casual projects. Some of these games—like Sosyal Lig, Tatbikat, and Big Heads—were published. Last year, I started teaching Game Design and Programming at Izmir Economy University. At the same time, I founded Roog Games and released our first PC game, Trade Rivals – Goblin Age. I handled design, marketing, and community management with a small team and limited budget, which gave me huge hands-on experience. Along this journey, I'm also a proud husband, a father of two wonderful daughters, and a cat owner.

LinkedIn:

<https://www.linkedin.com/in/esrakt-emir/>

Portfolio Link:

[Portfolio](#)

Work Experience

Game Director | 2024–present

Roog Game Studio

- Directed the entire game from concept to release, including economy, systems, and feature design.
- Led a small team through development, marketing, and publishing on Steam.
- Created all store content, trailers, and community materials.
- Designed UI/UX, game flow, and progression systems.
- Handled QA, feedback cycles, and live ops post-launch.
- Built and managed the player community and influencer relations.
- Balanced creative vision with production constraints.

Lecturer | 2024–present

Izmir Economy University

- I teach Game Design and Programming as an elective course, focusing on both theory and hands-on development using game engines and design frameworks.

Operational Lead | 2023–2024

Rune Games

- Oversaw daily studio operations and team coordination across departments.
- Managed project timelines, QA processes, and feature tracking.
- Acted as a bridge between design, development, and marketing teams.
- Supported game launch operations and live service updates.

Executive Producer | 2021–2023

Brodeus Games

- Led project timelines, budgets, and milestone planning.
- Fostered a supportive, feedback-driven development culture.
- Removed roadblocks, improved workflows, and aligned departments.
- Maintained high-level oversight of production and creative quality.

Business & Game Developer | 2018–2021

Chef's Choice Game Studio

- Founded an indie game studio and led the development of an action-adventure game.
- Managed hiring, team structure, and daily operations.
- Designed core gameplay and wrote narrative/dialogue.
- Developed the project using Unreal Engine 4.
- Prepared investor materials and presented to potential partners.

HR – | 2015–2019

Eksim Investment Holding

- Managed full-cycle recruitment across multiple departments.
- Led organizational development and performance systems.
- Coordinated training programs and employee engagement events.
- Focused on talent management and cultural fit.

Education

Istanbul Commerce University | 2009–2014

Bachelor Degree – International Trade

- GPA: 3,07
- Volunteer in Unicef

Lodz Technical University | 2013–2014

Bachelor Degree – Economy

- GPA: 3,07
- Erasmus Student – Poland

Tools

- Unreal Engine 4/5
- Figma
- Jira
- Notion
- Office Tools
- Unity
- Blender
- After Effect

Released Projects

Trade Rivals – Goblin Age | July 2025

https://store.steampowered.com/app/3420920/Trade_Rivals_-_Goblin_Age/

Tatbikat | March 2023

<https://play.google.com/store/apps/details?id=com.petrolig.tatbikat>

Sosyal Lig – Fantasy Football – 2021

<https://play.google.com/store/apps/details?id=air.com.dogus.sosyallig>

Legend of Esrakt – Forgotten Enemy | July 2024

Author – Independent Novel

- Wrote a high-fantasy novel set in a custom mythology-rich universe.
- Developed deep worldbuilding, characters, and political-religious structures over several years.