

Anil Sidar Ildan

Architect/Game Designer

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Education

Middle East Technical University

B.S. IN ARCHITECTURE

- **CGPA: 3.2/4** (1.8 in German Scale)
- Placed at the top **0.4%** among **2 million** students in University Entrance Exam

Ankara, Turkey
09/18- **07/23**

Bauhaus Universität Weimar

- M.Sc. IN MEDIA ARCHITECTURE
- **CGPA: 1.2 German Scale**

Weimar, Germany
10/25- **Present**

Work Experience

Humble Bard Games

GAME DESIGNER

- Designed and made **Gods Play Dice**
- Designed and made **Snowbrawl**
- Try out **new ideas and game genres**
- Attended different **Game Jams**

İstanbul, Turkey
07/23- **Present**

23 Studios

GAME DESIGNER

- Worked on a project for **Redbull** named **Hande Gibi Smaçla**
- Designed and developed **gameplay loops and features**
- Developed **different ideas** for gameplay and selected the most suitable
- Worked on **different teams** and discussed gameplay and implementations
- Wrote **game design documents** for explaining every detail of the game

İstanbul, Turkey
04/22- **06/23**

Monster Gaming Lab

GAME DESIGNER

- Were selected out of **500 teams** for Monster Gaming Lab
- Recieved **education and feedback** from educated game designers
- Developed **different ideas** prioritizing **mobile games**
- Have the chance to test our games on the **global market**

İstanbul, Turkey
11/22- **01/23**

2X1 Architects

ARCHITECT

- Designed and developed **architectural concepts** and **solutions**
- Attended **architectural competitions** both open and closed
- Won **Ünalan Kültü Sanat Odağı** competitions with SCRA Architects.
- Created **detailed models** and **rendering** for presentation
- Handled responsibilities and took a part of the **management of the process**

Ankara, Turkey
11/23- **05/24**

Nefha Proje

ARCHITECT

- Worked on public utility projects Learned more about the details of a building.

Ankara, Turkey
07/23- **09/23**

Projects

Gods Play Dice

- An **action-roguelike** game that takes dice randomness at it's core. Designed everything related to the game.
- Designed **systems and code base**, adjusted **game feel**.
- Made **2D and 3D assets**, designed capsule arts and **marketing material**
- Was responsible for **sound design and music**

[steam/godsplaydice](https://steam.com/godsplaydice)

SnowBrawl

- A **multiplayer party** game that revolves around **growing a snowball** and hitting your friends to knock them out of the level with different abilities that is in **the development stage**
- Wrote Game Design Documents, created assets on Maya and **Blender**, designed the level, and polished the visuals of the level in **Unity**

steam/snowbrawl

F.O.U.R.T.H

- Designed an **experience** of walking in a liminal space.

itch.io/fourth

Götür

- A **platformer** game developed for a Game Jam
- Decided on an easily executable game design with my team, created assets on **Aseprite** in the style of pixel art

itch.io/gotur

Inky Adventures

- A **puzzle-platformer** game where you solve the puzzles with the ability to draw on the level
- Designed the basic game mechanics and created the **2D Art** in the game in **Clip Studio** and **Photoshop**

Kensuke

- A **2D Side scroller** where player controls two different worlds together
- Designed the basic game mechanics and created the **2D Art** in the game in **Clip Studio** and **Photoshop**

itch.io/kensuke

Internships/Extracurricular Experience

Yazgan Design Architecture

INTERNSHIP

- Designed and developed **architectural concepts** and **solutions**

Urgent Design Studio

VOLUNTEER ARCHITECT

02/23- **Present**

- Worked with renowned architect **Shigeru Ban** to create solutions for the **earthquake** in South-East Turkey
- Created one to one prototype of Shigeru Ban's design, the **Papertube House**
- Designed **Wooden Housing Unit**, a **modular design** as an alternative to the Papertube House

Studio V

VICE PRESIDENT OF ORGANIZATION COMMITTEE

- **Involved in the organization for the interview with Han Tümertekin**

Ankara, Turkey

02/23- **03/23**

Ankara, Turkey

Ankara, Turkey

10/19- **02/21**

Awards

UNESCO Ancient Theatre

TERRA

- Recieved 3rd Prize

Archihack: Gas Station

MIMESIS

- Recieved Honorary Mention Prize

Kovuk

CENTER ÜRGÜP

- Recieved a Purchase Award

Ünalan Kültür Sanat Odağı

URBANEXUS

Recieved the First Prize

Eduwik Architecture Excellence Awards 2022

MODIFIED

Recieved the Third Award for Housing (Student) in Eduwik

Villa on the Moon

NOMADS OF THE FIRMAMENT

Recieved an Honorary Mention

Knowledge

Adobe Photoshop | Illustrator | PremierPro | AfterEffects | Indesign | Acrobat | Substance | Lightroom | Sketchup | Rhino | Revit | Blender | D5 | Lumion | TwinMotion | Enscape | Unreal Engine | Unity | C# Coding | Python | FL Studio | Audacity | Ableton | Reaper | Google AI Studio | Aseprite (very good knowladge)

Gaia | Grashopper | Touchdesigner | PowerPoint | Word | Excel | ZBrush | Godot (good knowladge)