

Burak Akdemir

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As an industrial designer with a focus on digital products, mobile and PC games, I specialize in creating engaging user experiences through innovative gameplay. My expertise encompasses managing complete design processes and product pipelines, ensuring the delivery of games that captivate and engage users effectively.

Experience

Solo Developer

May 2025 - Present

- Tomato Dealer is a first person, job simulation, social deduction game. It is currently at playtest stage at Steam and will be released on July 2026.

Magiclab Game Technologies - Game Designer

August 2021 - January 2024

- Acted as a Level Designer for successful hypercasual projects including *Streamer Rush*, *Dream Wedding*, and *Destiny Run* (Voodoo).
- Contributed as a Game and Level Designer to hybrid casual games such as *Juicy Merge* and *Match Things*, focusing on engaging gameplay mechanics.

Ace Games - Game Designer

September 2020 - July 2021

- I designed and successfully launched two popular hypercasual games, *Mix and Drink* and *Prison Life*, in collaboration with a dedicated team.

MOBGE - Level Designer

March 2020 - September 2021

- Developed engaging levels for a variety of games, specializing in hypercasual and platformer puzzle genres.

EGEMSOFT - Product Designer

September 2019 - March 2020

I-AM Istanbul - UX Design Internship

July 2019 - August 2019

Education

Istanbul Technical University - MSc Game and Interaction Technologies

2025 -

Bahçeşehir University - MSc Game Design

2024 - 2025

Politecnico di Torino - Design Systems Erasmus

2017 - 2018

Middle East Technical University - BS Industrial Design

2013 - 2018