

## CONTACT

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Istanbul / Türkiye

<https://volkankilinc.com>

## EDUCATION

Bachelor of Digital  
Game Design  
Bahçeşehir University  
Full Scholarship - 3.36/4.00 GPA  
September 2021 - July 2026

## PROGRAMS

Microsoft Office  
Unreal Engine 5  
Adobe Photoshop  
Adobe After Effects  
Figma  
Twine - Inkewriter - Narrat

## SKILLS

Storytelling - Worldbuilding  
Game Design - Narrative Design  
Research  
Collaboration  
Creativity

## CERTIFICATES

Effective Problem Solving  
and Decision Making  
- University of California, Irvine  
The Power of Team Culture  
- University of Pennsylvania  
Communication in the  
21st Century Workplace  
- University of California, Irvine  
Intelligence Tools for the  
Digital Age  
- IE Business School

## LANGUAGES

Turkish - Native  
English - IELTS Academic 8.0/9.0

# Volkan Kılınç

## Narrative Designer

## PROFILE

I am passionate about storytelling, game research, and player-centric design. As a creative narrative designer, I create immersive worlds through research-driven design, compelling narratives, and innovative interactive experiences.

## EXPERIENCE

Supervisory Board Member | BUG Zone  
September 2023 - February 2024

- Coordinated alignment **between club activities and university regulations**.
- Facilitated collaboration between **students and industry professionals**.

Narrative Designer | Bullet Ballet  
January 2024 - December 2024

- Planned and **directed cutscenes** and designed story beats that support the fast-paced action.
- Collaborated with the team **to refine worldbuilding and maintain thematic consistency**.

## ACADEMIC & INDEPENDENT PROJECTS

Narrative Designer | The Tale of Arden  
2023

- Developed **story-driven puzzles and narrative progression**.
- Combined **worldbuilding with gameplay** to enhance player immersion.

Game Writer | Thorneveil  
October 2024 - December 2024

- Co-created a Ravenloft-inspired **setting, lore, domain, domain lord and encounter**.
- Wrote an **in-world newspaper** and designed a narrative-driven encounter.
- Produced portfolio-ready material showcasing **interactive storytelling and worldbuilding**.

Research Project Participant | TÜBİTAK  
2019

- Developed a research project on **the impact of digital games on psychosomatization**.
- Received **positive evaluation (78/100)** though not accepted to finals.

Editorial Contributor | AFLNAME Magazine  
2019

- Authored a research-driven editorial exploring **emerging technologies and their impact** on the evolution of the game industry.
- Synthesized emerging technology trends into an **analytical publication** focused on the **future of interactive entertainment**.