

BAHADIR SERDAR YANIKCI

Istanbul, Türkiye

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Game Economy Designer with studio experience across design, economy modelling and QA. Models economies and rule systems in Machinations.io, balances live systems against retention and monetization behaviour, and validates builds through structured regression and onboarding testing. Board games since 2017 underpin a systems-first approach to rules and balance. Software Engineering graduate who also ships production code, in Unity/C# and full-stack web.

Core Competencies

- **Game Design:** System Design, Level Design, Narrative Design, Game Design Documents, rules and progression modelling
- **Game Economy & Balance:** Machinations.io economy modelling, sink/source and progression tuning, balance iteration against player data
- **Engines & Tools:** Unreal Engine, Unity, C#, Blender, Twinmotion, Adobe Photoshop
- **Game QA:** Regression testing, onboarding testing, casual and hyper-casual titles; Jira, Qase, Jenkins, Smartlook, Confluence, Miro, Git

Professional Experience

- **Hiraru Games** Istanbul, Türkiye
Jr. Game Economy Designer 11.2025–Present
 - Design and model game economies and rule systems in Machinations.io, iterating on sink/source balance
 - Work within Unreal Engine projects and coordinate cross-functionally through Jira and Miro
- **Meet In Games** Istanbul, Türkiye
Game Master (project-based) 05.2020–Present
 - Project-based support on operations and R&D for the studio's board games and digital games: playtesting, balance feedback, QA and Photoshop content
- **Pancake Studio** Istanbul, Türkiye
Virtual Production Assistant 09.2025–11.2025
 - Supported Unreal Engine and Blender virtual production pipelines; integrated ComfyUI into the workflow
- **Panteon** Istanbul, Türkiye
QA Specialist 03.2025–04.2025
 - Ran regression and onboarding test cycles on casual and hyper-casual mobile titles via Jira, Qase and Jenkins
- **Keep Games** Istanbul, Türkiye
Game Tester, then Game Design Intern 03.2023–07.2024
 - Tested mobile titles, then moved to design: balance and narrative/system design in Miro and Machinations.io
- **Compactive** Istanbul, Türkiye
Game Design Intern 09.2023–04.2024
 - Game balance, economy and level design in Unity/C#, modelled in Machinations.io
- **JIB Games** Istanbul, Türkiye
QA Intern 07.2023–09.2023
 - Tested Unity builds, analysed Smartlook session recordings and supported economy/balance work

Selected Projects

- **Next.js, React, TypeScript, boardgame.io**
Meet In Games – browser-based board-game web app
Solo-built web platform with a modular per-game architecture and a registry for adding new titles; rule engines written as explicit state machines. Built with Claude Code as an agentic coding tool.
- More projects (Run Penguin, Big Man Run, AI tools): serdaryanikci.vercel.app

Education

- **Dogus University** Istanbul, Türkiye
BSc in Software Engineering 2018–2024

Certifications

- **Unreal Engine Course, Visual Design Training** (39 hours) – Navras Akademi, an Unreal Authorized Training Center (2025)
- **Machinations Builder** – Verified Skill credential, Machinations (2024)

Languages: Turkish (native), English (fluent) | **Award:** 1st place, Turkey – Huawei Seed For The Future, Education-Z Project.