MUHAMMED ENES SARIOĞLU



Game Designer · Narrative & Systems

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PROFILE

Final-year Digital Game Design student at İstinye University. On team projects I take on story, dialogue and mechanics design, and make sure every part of the game serves the same idea and tone. My training in dubbing, diction and theatre feeds directly into character writing and voice direction.

PROJECTS

Derya Akın ile OHA Diyorum — 2024

Narrative designer · Ren'Py visual novel · Team of 3

- Wrote the story, characters and all dialogue, and built a branching structure where TV episodes change with the player's interrogation choices.
- Designed the clue and accusation system, and directed the photo shoots and the game's gibberish voice acting.

The Cistern — 2025

Level designer · Counter-Strike 2 map (Hammer) · Team of 4

- Proposed the cistern concept to fit a water and Middle East brief, and led the on-site research.
- Designed the three-layer layout of street, passages and cistern, including bomb sites, spawns and routes.

Elastik Ayhan — 2026

Game and systems designer · Unity 2D vertical platformer · Team of 3

- Designed the concept, story, characters, enemy types and both bosses, and wrote all dialogue.
- Handled all Unity integration: asset import, animation setup and scene building.

Other work

Spatial analysis of the Arc Raiders metro (collage poster) · In-world UI concept for a two-seat combat car · Modular isometric pixel-art kit

EDUCATION

İstinye University - Digital Game Design (BA) — 2022-2027

THEATRE & VOICE

Dubbing and diction training - Federal Film Akademi — 2018

Theatre training - Federal Film Akademi — 2019

İstinye University Theatre Club — 2022-present

SKILLS

Narrative design · Dialogue writing · Mechanics and systems design · Level design · Game analysis · Voice direction

TOOLS

Unity · Ren'Py · Twine · Aseprite · After Effects

LANGUAGES

Turkish - Native · English - B1-B2