

Ibrahim Torus

Project Manager · Game Designer

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4

YEARS

40+

TITLES

3

STUDIOS

SUMMARY

I run mobile game production end to end — four years, three studios, 40+ titles designed, built, or shipped. I own the roadmap, ship on a fast monthly cadence, and use data to decide what's worth scaling.

EXPERIENCE

Project Manager — Thelxin Games

Aug 2025 – Apr 2026 · Istanbul, Turkey

- Kept 2 titles in full production at once on a 6-person team, soft-launching 3–4 builds a month for KPI testing — 8 titles shipped in total.
- Built the KPI-tracking system that decided which titles earned continued investment from our publisher.
- Owned the roadmap and led GDD iteration across the studio's mobile slate.

Project Manager — Studio of the Hawk

Oct 2024 – Jun 2025 · Istanbul, Turkey

- Ran 3 titles in concurrent full production with an 8-person team, soft-launching roughly 4 builds a month for KPI testing.
- Kept quality bar consistent across every phase — the same QA rigor whether we were three weeks or three days from a soft-launch.

3D Artist — Studio of the Hawk

Oct 2023 – Oct 2024 · Istanbul, Turkey

- Built modular 3D environment assets in Maya, Blender, and Photoshop for shipped titles including Siege Busters and Cute Cat Defense.

Intern, 3D Environment Artist — BADQCODE

Oct 2022 – Jan 2023 · Istanbul, Turkey

- Modeled Unreal Engine environments from 2D reference art.

SKILLS

Project Management: Agile / Scrum, Jira & Confluence, MVP Planning, Stakeholder Management, Risk & Timeline Planning

Game Design: Game Analytics, Prototyping & Iteration

Art & Tools: Unity, Blender & Autodesk Maya, Photoshop, Adobe After Effects

EDUCATION

BSc Digital Game Design — Istanbul Aydın University, 2019–2024, GPA 3.53

LANGUAGES

Turkish — Native. English — Professional.

PROJECTS

Valorium — Cultural Heritage Game Jam

3D Artist on a puzzle game awarded Best Art Award by the jury; modeled, textured, and optimized every 3D asset for a five-person university team.

alperenerll.itch.io/valorium

Grand Odyssey — Graduation Project

3D parkour game; responsible for environment modeling, animation, and production coordination.

shop4r.itch.io/grandodyssey

REFERENCES

Available upon request.