



## CONTACT

+46 073 694 1464

yankisvgt@gmail.com

[Portfolio Website](#)

[LinkedIn Profile](#)

## SKILLS & INTERESTS

TECHNICAL DESIGN

GAMEPLAY DESIGN

PROTOTYPING

SYSTEM DESIGN



## HOBBIES

[My Photography](#) 📷

[My Music](#) 🎵

Video games 🎮

Board games 🎲

Travelling 🌍

Films 🎬

## REFERENCES

**Stewart Wan - Producer**

stewart.wan@iongamedesign.com

073 552 04 57

**Axel Marelus - Technical Designer**

axel.marelus@gmail.com

070 341 89 48

**Spilios Kehagias - Game Designer**

Spilios.Kehagias@outlook.com

073 583 26 62

# YANKI SAVGAT

TECHNICAL DESIGNER

## ABOUT

I'm a tech-savvy designer driven by the challenge of bridging the gap between creative ideas and in-engine implementation. I love shaping how a game feels and plays, as well as doing the technical work behind the scenes to make it happen!

## GAMES



### Shards of the Banished | Combat & Tech Designer

A fallen king, a cursed queen, and a power-hungry usurper have plunged the land into ruin. As the exiled heir, you must rise, face powerful foes, and reclaim what is rightfully yours. [Learn more](#)



### Exsanguis | Combat Designer

You are a servant of the Blood God, sworn to cleanse the land of the undead. Fight through relentless waves in a procedurally generated dungeon, enhance your power in blood magic, electricity, or fire as you continue to slash, cast and dash your way through. [Learn more](#)

### Oakville Incident | Solo Project

A found footage-style FPS horror game that follows the events of an unknown attack inside the subway station. Players see the events unfold from the bodycam of the chief officer in the scene as they try to reveal the mystery of what has happened. [Learn more](#)

### Prototypes & Tools

Throughout my specialization in tech and system design, I've created multiple prototypes and tools that showcase gameplay features, explore concepts, and streamline their implementation. [Learn more](#)

## EXPERIENCE



**RETRONOME STUDIOS** (Dec 2025)

Cinematic Designer | Contract



**ION** (May - Dec 2025)

Technical Designer | Internship

## EDUCATION



**FUTUREGAMES** (2023-2025)

Technical and System Design | Vocational Education



**ISTANBUL BILGI UNIVERSITY** (2019-2023)

Digital Game Design | Bachelor's | GPA: 3.59

## CERTIFICATES

Unreal Authorized Blueprint Training | Navras Academy (2023)

Unreal Authorized Visual Design Training | Navras Academy (2023)

Building Positive Team Culture | Bilgi & Arizona State University (2023)

Introduction to Programming in Python | ODTU-SEM (2016)

Comenius Multilateral School Partnership | European Commission (2015)

Balkan Hockey Camp | International Ice Hockey Federation (2013)

[See more & credentials](#)