Volkan Kılınç

Narrative Designer · Game Researcher

Istanbul, Türkiye | valiantry.itch.io | +90 530 011 30 60
volkankilinc.com | linkedin.com/in/volkanklnc/ | volkankilinc.design@gmail.com

PROFILE

Narrative designer and game researcher with released credits on REFLECT_ON and The Tale of Arden. Designs story beats, cutscenes, branching narrative, and worldbuilding, and researches how games create meaning and what they do to the people and societies that play them. Currently building Scriare, a writing-first tool for branching narratives.

GAME CREDITS

Content Designer & Pixel Artist | Layer Kingdom
Mar 2026 - Present · In development
- Researched Viking-era history and language to ground the game's content and naming.
- Created pixel art and animation that tell the setting through NPCs, buildings, and UI.

Narrative Designer | Bullet Ballet
Jan 2024 - Dec 2024 · Upcoming
- Planned and directed cutscenes and designed story beats that support fast-paced action.
- Collaborated with the team to refine worldbuilding and maintain thematic consistency.

Level Designer | REFLECT_ON
Apr 2024 · 48-hour game jam · Released on itch.io
- Designed seven playable levels for a local multiplayer shooter in a 48-hour game jam.
- Rapidly prototyped level layouts to ship a complete, playable build within the jam.

Narrative Designer | The Tale of Arden
Mar 2023 - Jun 2023 · Released on itch.io
- Developed story-driven puzzles and narrative progression.
- Combined worldbuilding with gameplay so the story is told through play.

EXPERIENCE

Supervisory Board Member | BUG Zone (Bahçeşehir University Game Development Club)
Sep 2023 - Feb 2024
- Coordinated club activities in line with university regulations.
- Facilitated collaboration between students and industry professionals.

EDUCATION

Bachelor of Digital Game Design | Bahçeşehir University
Sep 2021 - Jul 2026 · Full scholarship · GPA 3.36/4.00
- Built a vertical slice of Layer Kingdom for a graduation project, as content designer and pixel artist.

High School Diploma | Adana Science High School · Adana
Sep 2017 - Jul 2021 · Diploma grade 97.9/100 · Admitted via TEOG, top 0.41% nationally
- Took part in seven inter-school Model United Nations events in Adana as delegate and committee chair.

NARRATIVE & DESIGN PROJECTS

Creator | Scriare
Sep 2026 - Present · In development
- Designed a writing-first tool where new writers build a playable branching story in minutes.
- Built choice blocks, a live story graph, and instant Play Mode across versioned releases.

Game Writer | Thorneveil
Oct 2024 - Dec 2024
- Co-created a Ravenloft-inspired setting, lore, domain, domain lord, and encounter.
- Wrote an in-world newspaper and designed a narrative-driven encounter.

Narrative Designer | D.U.R.K.H.E.I.M
Aug 2026 - Oct 2026 · Released on itch.io & volkankilinc.com
- Designed a branching interrogation narrative driven by four conflicting inner voices.
- Built the narrative system and prototype, with reactive dialogue and audiovisual feedback.

RESEARCH & WRITING

Research Project Participant | TÜBİTAK
2019
- Developed a research project on the impact of digital games on psychosomatization (written in Turkish); received a positive evaluation (78/100).

Writer & Layout Contributor | AFLNAME Magazine
2019 · Issue unpublished · Archived on volkankilinc.com
- Wrote "Stadia and the Stages of Technology", an editorial on cloud gaming and the game industry.
- Contributed to the issue's overall layout and design in Adobe InDesign.

Essays & Reviews | volkankilinc.com
Nov 2023 - Present
- Wrote essays, deconstructions, and previews, including "A Discussion About Transistor", a Benedict Fox inventory analysis, and a Prison Architect 2 preview.

SKILLS

Narrative: Narrative design, branching dialogue, worldbuilding, story beats and cutscenes, character writing, lore and setting writing

Research: Game analysis and deconstruction, game studies, historical research for game content, research writing

Tools: Unreal Engine 5, Twine, Inklewriter, Narrat, Figma, Adobe Photoshop, Adobe InDesign, Adobe After Effects, Microsoft Office

LANGUAGES

Turkish: Native · **English:** IELTS Academic 8.0/9.0

CERTIFICATES

Effective Problem-Solving and Decision-Making · University of California, Irvine
Communication in the 21st Century Workplace · University of California, Irvine
The Power of Team Culture · University of Pennsylvania
Intelligence Tools for the Digital Age · IE Business School
Managing Emotions in Times of Uncertainty & Stress · Yale University
Emotional and Social Intelligence · University of California, Davis
Mindfulness and Well-being: Living with Balance and Ease · Rice University