

# TUFAN TUĞRA İSKENDER GAME DEVELOPER



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[Tufan Tuğra İskender](#) [Sasete](#) [Sasete](#)

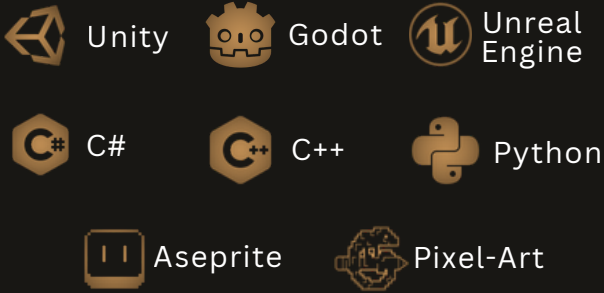
## ABOUT ME

A passionate game developer and the founder of iBright Games, with hands-on experience across the full development lifecycle from prototyping to publishing.

Shipped multiple titles including MiLord, Livber: Smoke and Mirrors, and Hive Invasion, while contributing updates to live projects like Swarm Grinder.

I love diving into new engines and tools if there's a system to build or a pipeline to figure out, I'm probably already halfway through it.

## SKILLS



## LANGUAGES

- English
- Turkish(Native)

## EDUCATION

**Bachelor of Science in  
Computer Engineering** 2017 - 2021  
Bahçeşehir University Istanbul, Turkey

## EXPERIENCE

- **iBright Games** **Founder** (2022 - Present)  
MiLord
  - Designed and implemented advanced pathfinding and narrative flow systems.
  - Built the Visual State Machine framework to simplify complex gameplay logic.
  - Applied strong C# architecture skills to create scalable, parallel systems.
  - Directed team collaboration and iterative feature development to refine gameplay.Visual State Machine (VSM)
  - Built a dialogue-focused state machine framework, enabling branching conversations and dynamic narrative flow.
  - Simplified complex dialogue logic, making systems more transparent, reusable, and designer-friendly.
- **InEv Games** **Game Developer** (2025 - Present)  
Livber: Smoke and Mirrors
  - Implemented achievement systems, localization workflows, and console porting.
  - Integrated diverse assets into gameplay loops with smooth narrative flow.Kardiya: The Winds of Fate
  - Oversaw the complete development cycle of Kardiya, from design to implementation.
  - Focused on RPG mechanics, balancing combat, progression, and player experience.
- **Null State Protocol** **Co-Founder** (2025 - 2026)  
Swarm Grinder
  - Took responsibility for character design, shaping visual identity and gameplay roles.
  - Managed and coordinated the development teamHive Invasion
  - Led development and system software design for large-scale gameplay systems.
  - Directed architecture and team workflows, ensuring robust multiplayer features.
- **Mensa Interactive** **Co-Founder** (2019 - 2022)  
Project Merchant (unreleased)
  - Prototyped trading and economy systems with pathfinding integration.
  - Acted as generalist developer, coordinating workflows and iterating rapidly on mechanics.
- **GES Teknoloji** **Game Developer** (2019 Jan - 2019 May)  
CSI VR: Crime Scene Investigation
  - Developed VR interactions and focused on debugging to deliver immersive gameplay.