

Semih Bertuğ Benim

Lead Game Developer | Slot & Mobile F2P Games · Game Design, Economy & Balancing

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10+ yrs	1M+	35	3
MAKING GAMES PROFESSIONALLY	RACING KINGDOM PLAYERS	SLOT GAMES BUILT AT TOP GAMING	VR SPORTS GAMES FOR PARAPLEGIC PLAYERS

Ten-plus years making games, working between code and design. At Top Gaming in Malta I built the Godot framework behind our slot games and lead the 6-person team that has developed 35 games on it. Before that I designed the economy for Racing Kingdom (now 1M+ players), shipped four slot games in TypeScript, built three VR sports games for players with paraplegia, and taught game development at two Istanbul universities. I follow artificial intelligence closely and use Claude Code for AI-assisted development, prototyping and tooling.

EXPERIENCE

Top Gaming Network Ltd — Lead Game Developer
Dec 2023 – Present

Malta · iGaming · slot games

- Built the production pipeline and shared Godot 3.5 framework that every new slot game starts from.
- Developed 35 slot games on that framework, from first build to launch.
- Lead a development team of 6 people, me included.

SuperGears Games — Lead Game Designer
Nov 2022 – Dec 2023

Istanbul, Türkiye · Mobile F2P · midcore racing

- Designed the game economy and balance for Racing Kingdom, a free-to-play drag racer for iOS and Android, and wrote the docs for both.
- Ran project management and the art asset pipeline for 13 months before launch.
- Racing Kingdom launched in 2024 and passed 1 million players by June 2025.

Mudio Games — Lead Game Designer
May 2021 – Aug 2022

Mobile games

- Designed and specced new features for Evox, a live mobile game, over 15 months.
- Set up the team's Agile process (sprints, backlog, planning) and ran it.
- Rebuilt the UI and UX of Evox's menus and core flows.

Bilgi University / Bahçeşehir University — Instructor
Oct 2020 – Jun 2022

Istanbul, Türkiye

- Taught game development to undergraduate and master's students at 2 Istanbul universities for 2 years.

Goethe-Institut — Game Developer / Instructor
Jul 2020 – Nov 2021

- Mentored young people through the #YourGame project for 16 months, taking their games from idea to playable build.

Bahçeşehir University — Lead Game Developer
Jun 2019 – Jun 2020

Istanbul, Türkiye · EU-funded research games · VR

- Designed and built 3 VR Paralympic sports games for VR4Inclusion (Erasmus+) — Boccia, Handcycling and Sledge Hockey — for players with paraplegia.
- Ran playtests with disabled and non-disabled players in 2 cities, Istanbul and Ankara, and reworked the games from their feedback.
- Led 2 teams, art and programming, on the EU-funded PudCad project and designed its UX.

Spinmatic — Game Developer
Oct 2017 – Dec 2018

iGaming · slot games

- Designed and coded 4 slot games in PixiJS and TypeScript: Cosmo Mix, Galacnica, Baby Blue and Wild Cat.

OneMoreGame — Technical Game Designer
Dec 2015 – Apr 2017

- Designed gameplay for 16 months and kept the 2 teams, art and engineering, working from the same plan.

Oyun Stüdyosu (Sanalika) — Game Developer Intern
Summers 2013 & 2014

- Built game projects in ActionScript 3.0 across 2 internships and mentored the newer interns.

PROJECTS

VR4Inclusion
UNITY3D · C# · MOBILE VR

Three Erasmus+-funded VR sports games for players with paraplegia, on mobile VR headsets.

PUDCAD
UNITY3D · C#

Practicing Universal Design Principles in Design Education through a CAD-based Game.

pudcad.itu.edu.tr/en

ACHIEVEMENTS

- First author, with M. İ. Berkman and G. Çatak, of "Design Process of a VR Sports Games Trilogy for Paraplegic Players: VR4Inclusion Case Study" (Springer, 2021).
- Ran a workshop on inclusive board game design and crafting at DIDA, Florence (May 2019).
- Panelist on Games and Politics at the Goethe-Institut (2019).
- Presented at the PUDCAD project conference.

SKILLS

GAME DESIGN
Game Balancing · Game Economy · Monetization · Free-to-Play · UX Design · Board Game Design

ENGINEERING
Godot · Unity3D · C# · TypeScript · PixiJS · GDScript · Claude Code

PRODUCTION
Team Leadership · Agile · Asset Pipelines · Design Documentation

PLATFORMS
Slot Games / iGaming · Mobile Games · VR / XR · Adobe CC

EDUCATION

MA, Game Design — Bahçeşehir University · 2018 – 2021

Erasmus, Digital Games (Master's) — University of Malta · 2020

BSc, Computer Engineering — Gebze Institute of Technology · 2011 – 2018

Erasmus, Applied Computer Science — Hochschule RheinMain, Germany · 2015

Associate, Computer Software Technology — Marmara University · 2008 – 2010

CERTIFICATIONS

iGaming Foundation — Rush Consulting Academy

German B1 (CEFR) — 2015

LANGUAGES

Turkish — native

English — professional

German — B1