

Kaan Salih KARSAK

Game Designer

Creative and passionate Game Designer with a strong foundation in visual communication design and a deep love for dark fantasy storytelling. Experienced in developing indie projects solo and as a team lead, combining narrative design, worldbuilding, and visual aesthetics to craft immersive player experiences. Skilled in Unity, Unreal Engine, and pixel art, with a proven track record of delivering demos and growing community interest on Steam.



Contact

+90 543 547 8449
karsakkaansalih@gmail.com

Education

Mehmet Akif Ersoy
University – Faculty of Art
& Design
B.A. in Visual
Communication Design
(2023 – Expected 2027)

Languages

Turkish – Native
English – Upper-Intermediate (B2)
Flemish – Fluent (C1)
Japanese – Beginner (A2)

Interests

- Dark Fantasy Storytelling
- Worldbuilding & Lore Creation
- Indie Game Development
- Concept Art & Illustration
- Pixel Art & Visual Design
- Narrative-driven Games & Visual Novels
- Tabletop RPGs (D&D, Custom Lore Building)
- Mythology & Old Norse
- Atmospheric Level & Environment Design
- Cosmic Horror & Eldritch Aesthetics
- Creative Writing & Journaling
- Digital & Traditional Illustration
- Game History & Design Theory

Game Projects

Unseen

Solo Developer (2025 – Ongoing)

- Developing an indie narrative-driven game inspired by eldritch horror.
- Designed an original D6 dice mechanic with unique player stats (Will / Str / Inf / Obs).
- Created a branching storyline with multiple endings shaped by player choices.
- Produced concept illustrations, UI designs, and visual assets.
- Published the game's Steam page; demo release planned for November 2025.

Mind Flowers

Project Lead & Game Designer (2025 – Ongoing)

- Directed the entire project, overseeing all creative, narrative, and production processes.
- Designed the narrative structure and implemented branching dialogues.
- Created original pixel art and UI elements.
- Reached 200+ organic Steam wishlists within the first month.
- Presented at industry mentorship events, generating early investor interest.

Skills

- Narrative Design & Character Development
- Worldbuilding & Lore Creation
- Branching Dialogue & Creative Writing
- Game Prototyping & System Balancing
- Pixel Art & Visual Storytelling
- UI/UX Design
- Concept Illustration
- Unity (2D Game Development)
- Unreal Engine
- Blender
- Adobe Photoshop, Illustrator, premier