



MUHAMMED BUDAK

DIGITAL PROJECT
& QA SPECIALIST

CONTACT

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EDUCATION

BACHELOR OF SCIENCE
HKU University of the Arts Utrecht
Game Design · 2016 — 2022

MBO CERTIFICATE
Rijn IJssel College
Application Development · 2012 — 2016

INTERNATIONAL

EXCHANGE — OSAKA, JAPAN
Osaka Electro-Communication University
Game Design exchange · 5 months

GLOBAL GAME JAM
POSTECH · Pohang, South Korea
Representing HKU · 24-hour jam

INTERESTS

- Gaming (*Bloodborne*)
- Travel
- Learning
- History
- Culture
- Anime & Manga

LANGUAGES

Dutch	NATIVE
Turkish	NATIVE
English	FLUENT (C2)
Japanese	CONVERSATIONAL
Arabic	CONVERSATIONAL
German	BASIC

ABOUT ME

My fascination with **language and culture** makes me an empathetic **representative** who builds bridges. In projects, my role is the **course-keeper**: sharp on execution and **critical** of the status quo. A **'traveler'** who keeps learning, and a **strategist** who sees complex challenges as a game to be won — through smart choices and a relentless drive for **quality**.

EXPERIENCE

- JUN 2024 — FEB 2026 · Electronic Arts (EA Sports) · Madrid, ES**
Dutch Localization Tester
 - End-to-end owner of the Dutch FC26 launch (text and audio); single point of contact between developers, producers and external partners across multiple countries and time zones.
 - Managed two parallel workstreams with competing deadlines; tracked progress and reporting in Jira and Confluence, escalated risks early and drove priority decisions with stakeholders.
 - Owned Dutch localization for marcom — translation accuracy and QA on text & video before NL launch.
- MAY 2023 — MAY 2024 · VR Learning Lab · Eindhoven, NL**
Tech Teacher
 - Taught computational thinking & coding to primary/secondary students using CoSpaces.
 - Designed immersive VR lessons covering problem-solving, coding and game development.
- NOV 2023 — MAY 2024 · MediaMarkt · Arnhem, NL**
Sales Associate — Apple Champion
 - Apple Champion: in-store specialist for the Apple product range, advising customers and supporting colleagues.
 - Salesperson across telecom, computers and TV — matched products to customer needs end-to-end.
- SEP 2019 — JAN 2020 · Air France KLM · Amstelveen, NL**
Lead Game Designer — "PaperBird"
 - Conceptualized a gamification solution for the sales team from the ground up; concept was greenlit and led to my appointment as lead game designer.
 - Iterated weekly with KLM stakeholders — playtesting, feedback rounds, documentation and workflow improvements through to production-ready.
- FEB 2019 — JUN 2019 · VR Studios · Eindhoven, NL**
Game Designer & QA Playtester
 - Refined gameplay on *Exodus Burned* through playtesting and level design.
 - Built Unity demos and levels in C# focused on mechanics and player interaction.

SKILLS

Project Management Leadership · Teamwork · Communication · Documentation · Collaboration

QA & Localization Linguistic QA · Cross-cultural review · End-to-end test cycles · Reporting

Tools Visual Studio · MySQL Workbench · Trello · Slack · Jira · Confluence · Wordbee · JAAS

AI & Vibe Coding Claude · prompt-driven prototyping · rapid iteration

Game Development Unity · Unreal Blueprinting (basic) · Playtesting · Paper Prototyping · End-to-End Game Design

Programming Basic knowledge of C# · Python · PHP · MySQL