

Mustafa Feyyaz Sonbudak

Designer / Phd Student

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EXPERIENCE**Northeastern University****Lecturer – Foundations of Game Design**

Fall 2025 and Spring 2026

Taught how game mechanics, systems, and interactions influence player emotions, motivation, and behavior. The course explores psychological principles behind player engagement, decision-making, feedback, reward systems, challenge, and immersion, helping students design games that create intentional emotional and behavioral experiences.

Northeastern University**Lecturer – Rapid Prototyping**

Spring 2022 and Summer 2025

Taught hands-on prototyping methods including sketches, mockups, and user testing. Focused on iterative development and feedback loops.

Northeastern University**Instructional Designer – Adobe Tools Tutorials**

2024 – 2025

Created text and video tutorials for Illustrator, Photoshop, InDesign, and Premiere. Helped art and design students apply design tools to their coursework and creative projects.

Northeastern University**VR Game / Training Designer – Advanced Manufacturing**

2022 – 2024

Designed an immersive VR training game for advanced manufacturing. Collaborated with domain experts to align learning objectives with interactive mechanics.

Northeastern University**Lecturer – Game Design and Analysis**

2021 – 2022

Taught systems-based game analysis. Guided students to critique and design games with an emphasis on mechanics, narrative, and player experience.

Northeastern University

Lecturer – Exploratory Concept Design

2021 Fall

Explored conceptual design through constraints. Focused on experimental interactions and game mechanics.

Northeastern University**Senior Game Designer**

2020 – 2022

Designed educational games that supported clear learning goals. Worked closely with users and domain experts, tested frequently, and improved the games based on feedback.

Northeastern University**Lecturer – Photo Tools**

Fall 2019

Introduced students to key concepts in photo composition and digital image management, emphasizing practical skills and creative exploration in visual storytelling.

Northeastern University**User Interface Designer**

Summer 2019

Developed user interface assets for educational games.

Socrates Magazine**Graphic / Editorial Designer**

2018 January-August

Created editorial layouts, social media content, and published articles for print and web.

San Design Company**Junior Creative Designer**

2015 – 2016

Developed brand identities and visuals for startup clients. Contributed to advertising campaigns.

PARTICIPATIONS & AWARDS

- **2024 IEEE** - Research Publication
- **CHI 21 Conference** – Research Publication
- **Creative Industries in Turkey** – Book Chapter About Player Behaviour
- **PAX East 2020** – Volunteer, Accessibility in Gaming (AnyKey.org)
- **PAX East 2019** – Exhibitor, Game: *Dead Robots Society*
- **Freedom of Movement** – Poster, Shortlist
- **Typography in Words** – Poster, 1st Place

- **RAW Boston Art Show** – Exhibitor, Showcased My Design Works
- **Game, UI, and Editorial Designs for Alzheimer's Patients** – Designer/Researcher
- **Istanbul Design Days (GRAFIST)** – Johanna Siebein Workshop, Honor Award
- **Visualizing a Song** – Editorial Design, Shortlist

EDUCATION

PhD in Interdisciplinary Design and Media, Northeastern University (*In Progress*)
2022 – Present

Master of Computer Science – Game Design and Science, Northeastern University
2018 – 2020

Bachelor of Arts – Graphic Design, Yeditepe University
2014 – 2018

SKILLS

- Graphic Design
- Game Design
- UI and UX
- Player/User Research
- 2D Game Art
- Prototyping
- Storytelling
- Brand Identity
- Interaction Design
- Social Media Graphics
- Visual Design
- Adobe Creative Suite
- Player Experience
- Design Instruction