Çağatay Karahan

Esports Event Producer · Tournament Operations & Gaming Communities

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Esports event producer and tournament operations lead with proven commercial, audience, and operational impact: grew ESL Go4LoL Türkiye concurrent viewership 11×+ (30 -> 350+) while cutting weekly prep time 60%+ across 40 cups (sponsored by MSI Türkiye, Intel, and Riot Games Türkiye), generated 20,000+ TRY in merchandise revenue to cover 100% of Niantic Discoverie İzmir costs (300+ players), grew İzmir Ingress First Saturday attendance +140% (50 -> 120 players), secured 10,000+ TRY in e-pin sponsorship for independent 64-team VALORANT and 32-team LoL broadcasts (100+ concurrent Twitch viewers), and supported ESL Türkiye's 50+ staff Red Bull Son Şampiyon Dota 2 arena final.

SELECTED EVENT IMPACT

11×+
ESL viewers · -60%+ prep time
Grew Go4LoL 30 -> 350+ concurrent across 40 cups (MSI, Intel, Riot TR); templates cut prep 60%+.

20K+ TRY
merch revenue · 100% costs covered
Self-funded 300+ player Niantic Discoverie İzmir via web & onsite merch (+50% vs. 2019 NL-1331).

+140%
community attendance growth
Grew İzmir First Saturday 50 -> 120 players across 20+ events; drove 400+ iCON'15 tickets sold.

10K+ TRY
e-pin sponsorship · 2× teams
Scaled independent broadcasts 32 -> 64 teams (VALORANT & LoL) with 100+ concurrent Twitch viewers.

EVENT PRODUCTION & TOURNAMENT EXPERIENCE

Ingress Discoverie Anomaly & Mission Day: İzmir — December 16, 2023
Co-organizer · Local decision lead · İzmir, Türkiye

- Coordinated local operations, citywide venues, and police/municipal permits as local decision lead with Niantic for İzmir's Discoverie Anomaly & Mission Day-welcoming 300+ domestic and international players (+50% turnout vs. 2019 NL-1331).
- Generated 20,000+ TRY in online and onsite merchandise revenue (T-shirts, keychains, lanyards, and custom cards) while aligning local sponsors, covering 100% of event costs for self-funded delivery.

Evidence: Discoverie Anomaly Series details · İzmir event website (archived)

KodBilen VALORANT Tournament: 37,500 VP Prize Pool — July 9-11, 2021
Independent producer · Tournament & broadcast lead · Online

- Independently produced a three-day, 64-team online VALORANT tournament (2× team growth from May's 32-team LoL cup), coordinating 10+ staff and securing 10,000+ TRY in e-pin platform sponsorship funding operations and a 37,500 VP prize pool.
- Directed live broadcast production on twitch.tv/KodBilen reaching 100+ concurrent viewers with interactive on-screen UI, real-time Challonge bracket overlays, and dynamic match graphics.

Evidence: Official 64-team bracket (Challonge)

KodBilen League of Legends Tournament — May 7-9, 2021
Independent producer · Tournament & broadcast lead · Online

- Independently produced and broadcast a three-day, 32-team League of Legends tournament with 10+ staff and e-pin sponsorship, attracting 100+ concurrent viewers on twitch.tv/KodBilen.
- Built a repeatable live-broadcast and interactive-overlay workflow immediately scaled 2× two months later to 64 teams for KodBilen VALORANT.

Evidence: Official 32-team bracket (Challonge) · Broadcast video (YouTube)

Ingress NL-1331 İzmir with Mission Day & First Saturday — May 4, 2019
Local decision lead · Event operations · İzmir, Türkiye

- Led local operations and site/landmark selection in collaboration with Niantic to deliver three Ingress formats (NL-1331, Mission Day, and First Saturday) in a single day for 200+ domestic and international attendees, arranging local legal permits, official merchandise ticketing support, and the branded event van.
- Resolved an urgent Turkish customs clearance and shipment bottleneck by coordinating directly with Niantic stakeholders and local logistics contacts, ensuring official international player packs arrived on time before event day.

Ingress First Saturday: İzmir Community Event Series — 2018-2022
Lead organizer · Recurring community events · İzmir, Türkiye

- Led 20+ recurring Ingress First Saturday events in İzmir over four years (2018-2022), growing local attendance +140% from 50 to 120 players while managing locations, municipal permissions, and onsite logistics.

ESL Go4LoL Türkiye: Weekly League of Legends Tournament Series

Oct 2013–Sep 2015

ESL · Digital Community Manager · Online / Türkiye

- Co-organized 40 weekly ESL Go4LoL Türkiye tournaments (€200 weekly / €400 monthly finals, sponsored by MSI Türkiye, Intel, and Riot Games Türkiye), coordinating 15+ staff and growing concurrent broadcast viewership 11×+ from 30 to 350+ viewers.
- Cut weekly event preparation time by 60%+ by authoring reusable production checklists, operational templates, and standardized tournament rulebooks adopted across Go4LoL and additional ESL Türkiye competitions.

Evidence: ESL Türkiye Twitch

Red Bull Son Şampiyon: Dota 2 Tournament

June 6–14, 2015

Supporting organizer · Sponsor & partner coordination · Volkswagen Arena & Zocco's, Istanbul, Türkiye

- Supported ESL Türkiye's 3-stage Red Bull Son Şampiyon Dota 2 championship culminating at Volkswagen Arena (50+ staff; 20,000 TRY cash, NVIDIA/ASUS hardware, ESL One EU Qualifier slot, and ByNoGame 20 TL attendee perks), coordinating brand sponsor and partner communications.
- Responded alongside the operations team ~24 hours before launch when venue connectivity failures threatened event delivery, rebuilding and verifying the tournament network from scratch to safeguard uninterrupted competition.

Evidence: Official event page (Red Bull Türkiye) · Event video (YouTube)

ADDITIONAL EVENT EXPERIENCE

iCON'15: Science Fiction & Fantasy Convention (September 12, 2015 · Istanbul University, Istanbul, Türkiye) – Supported Istanbul University's Science Fiction & Fantasy Convention across an eight-person organizing committee, driving 400+ weekend tickets sold through social media campaigns, posters, and flyers.

Full interactive event case studies: https://kodbilen.com/events

CORE EVENT PRODUCTION COMPETENCIES

Event & Tournament Operations: End-to-end event planning & execution · Competitive bracket & match scheduling · Multi-format same-day event orchestration · Operational checklists, templates & tournament rules

Stakeholders, Community & Logistics: International publisher coordination (Niantic) · Sponsor & commercial partner management · Venue sourcing, police & municipal permitting · Player communications & community mobilization

Production, Risk & Technical Edge: Live broadcast direction & interactive overlays · Staff & volunteer coordination (10–50+ staff) · Crisis response (customs clearance, network rebuilds) · Tournament platform & analytics literacy

SUPPORTING TECHNICAL & DELIVERY LEADERSHIP

Brings 10+ years of software engineering and R&D leadership alongside event operations – bridging tournament tools, analytics, vendor coordination, and complex project delivery.

3Pounds – Full Stack Engineer (Aug 2024–Mar 2026); Ruby on Rails Engineer (Sep 2023–Aug 2024): Architected and delivered production full-stack features and interactive live builder tools combining Ruby on Rails, ActiveRecord, React, and enterprise LLM pipelines serving 250,000+ users.

CEON Metrics – R&D Manager (Sep 2020–Sep 2023): Led the R&D engineering organization (30+ developers, TRY 2M+ budget) for a multi-source marketing analytics platform–cutting weekly client reporting from 8+ hours to 10 minutes and lifting client satisfaction 45%+.

League Factory – Back End Developer (Oct 2015–Apr 2016): Designed and developed a production esports tournament organization platform using Node.js, React, and RabbitMQ–saving 70% of tournament operations time across 50,000 users.

LOCATION, RELOCATION & LANGUAGES

Location: Currently based in Ho Chi Minh City, Vietnam. | **Relocation:** Willing to relocate internationally; employer sponsorship required.
Regional familiarity: Personal travel in APAC; extensive live event operations across Türkiye. | **Languages:** Turkish (native), English (native), Japanese (N5).