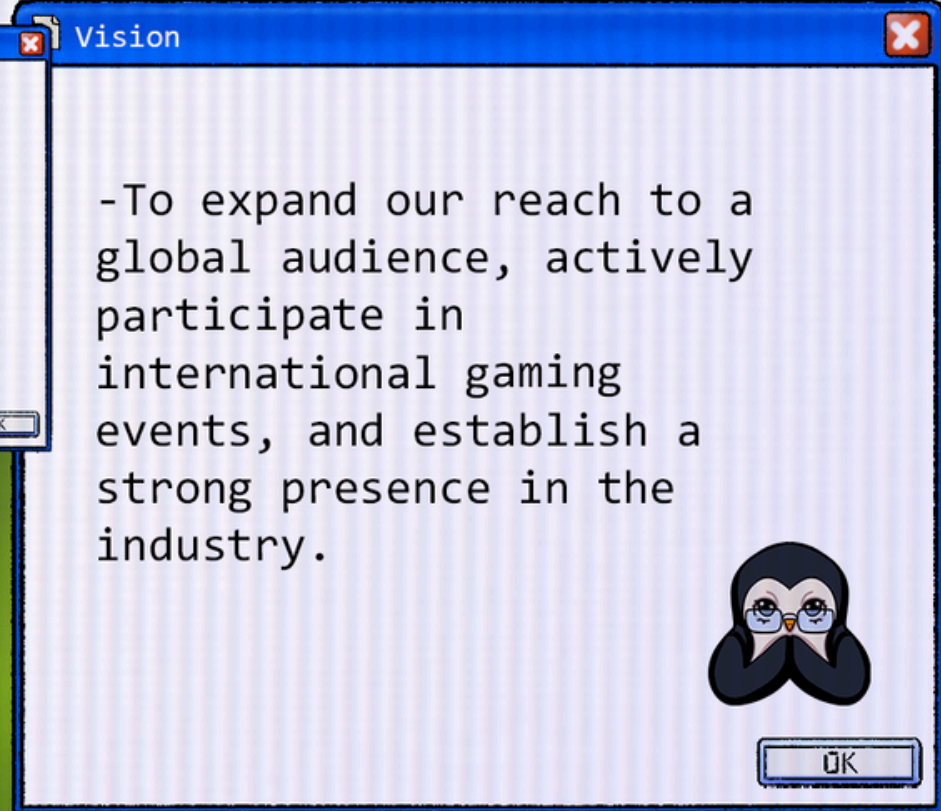




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—OUR CREATIVE TEAM



-Matin Gafarov - Team Lead & Game Designer. Skilled in game mechanics design and overseeing the creative direction of projects.

-Ilaza Javadova - Visual Designer, Concept Artist, 2D Artist & Animator. Experienced in crafting unique visual concepts

Nurkhan Guliyev - Environment Artist,
2D/3D Artist, and Video Editor.
Specializes in immersive
worldbuilding, asset creation, and
promotional video production.

Ilkin Alizade - Game Developer & Level Designer. Proficient in programming gameplay systems and designing engaging, balanced levels.

-Ilkin
Alizade
@doctorhelix

-Matin
Gafarov
@met.px1

-Ilaza
Javadova
@syu.si_art
@syusifolio

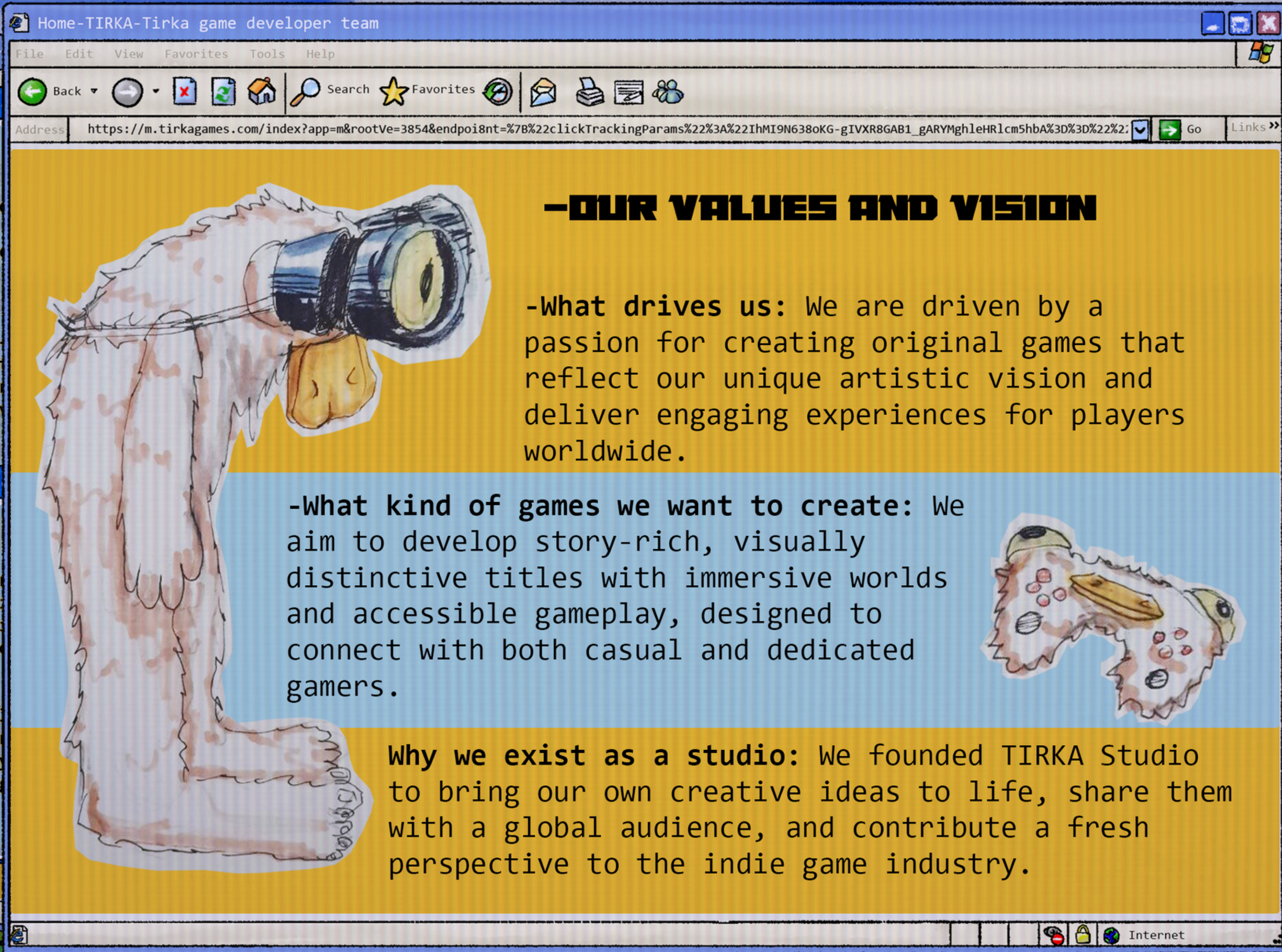
- Nurkhan Guliyev
@novaisnotreal
@novawasreal

 Ilkin (helix) Alizade

Matin Gafarov

Ilaza Javadova

Nurkhan Guliyev



-Matin Gafarov -
Designer. Skilled
mechanics design
the creative dir
projects.

-Ilaza Javadova
Designer, Concept
Artist & Animator
crafting unique

Nurkhan

Nurkhan
2D/3D A
Special
worldbu
promoti

Ilkin A
Designer
gameplay
engaging

-OUR VALUES AND VISION

-What drives us: We are driven by a passion for creating original games that reflect our unique artistic vision and deliver engaging experiences for players worldwide.

-What kind of games we want to create: We aim to develop story-rich, visually distinctive titles with immersive worlds and accessible gameplay, designed to connect with both casual and dedicated gamers.

Why we exist as a studio: We founded TIRKA Studio to bring our own creative ideas to life, share them with a global audience, and contribute a fresh perspective to the indie game industry.



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-OUR GAMES AT A GLANCE



crafting unique

OK

-MY CHEF HATES ME

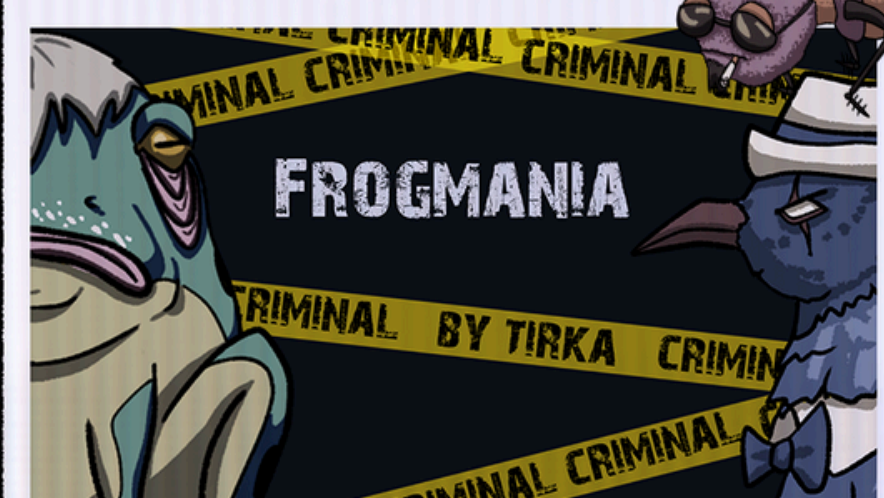


t- Local PvP / Party Game | PC (itch.io) | Demo Released July 2025

A chaotic kitchen duel for two players: the intern races to cook according to the recipe, while the chef sabotages their every move—all while both characters are tied together by a rope.

Time limits and physical constraints make for unpredictable, laugh-out-loud matches. Designed in a nostalgic 2D, old-Flash-game art style.

FROGMANIA



Frogmania

2nd Place - GanjaJam (Azerbaijan) with full team participation.

OK

-DOODIE MOODIE



- Puzzle | PC (itch.io) | Demo Released April 2025

An absurd puzzle game where a human is abducted by aliens, crowned as their king, and must solve their bizarre problems in ridiculous ways that somehow work. Inspired by the charm of old Flash games, with a doodle-style art

direction and humor-driven gameplay. Notable: 3rd place at GamePonsJam Vol. 3 (Azerbaijan), showcased to Rami Ismail who provided valuable feedback and praise.

-TIED TAILS



- Co-op Platformer | PC | Prototype 2025

A pixel art platformer where a cat and a dog are tied together by a rope, requiring teamwork to navigate challenging levels. Inspired by titles like Bread & Fred, the game currently has completed concept art, design

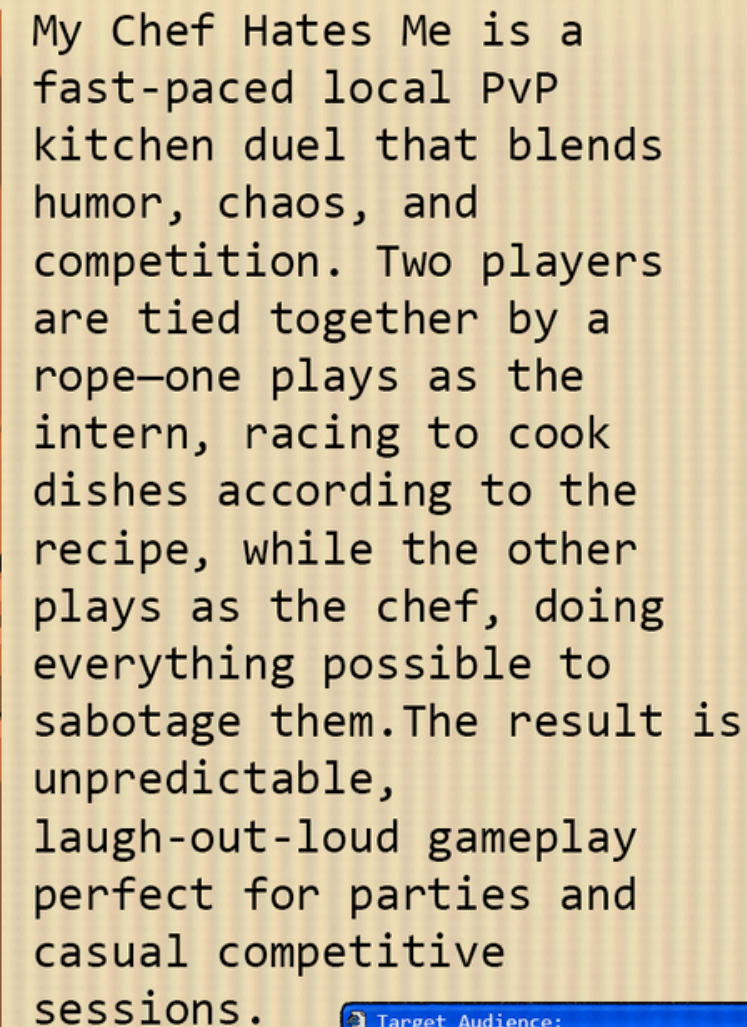
documentation, animations, and splash art, with gameplay systems in early development.

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-My Chef Hates Me Local PvP/Party Game



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- A stylized illustration of a blue and white fluffy creature, possibly a cat or a small dog, with a red headband. The creature has large, expressive eyes and a slightly grumpy expression. It is set against a plain, light-colored background.

Casual and competitive party gamers, fans of couch co-op and humorous multiplayer experiences

- Winner of 1st place at a local game competition Gameponsjam vol4
- widely enjoyed by local players.



-ART & VISUAL STYLE



At TIRKA Studio, we have embraced a distinctive 2D art style inspired by the charm and simplicity of old Flash games. Our visuals combine retro aesthetics with modern polish, creating a playful and instantly recognizable look that resonates with both nostalgic players and new audiences.



-doodie
from doodie-moodie

-Tolish
from
Frogmania

-Iintern
from
My Chef
Hates Me

-Cattie
from
Tied Taoles

- Local 2
- Unique
- Fun, no
- Short,



Home-TIRKA-Tirka game developer team

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This style allows expressive character animations, and environments that bring worlds to life. It not only feels like a game but has also been praised by players locally and internationally.

Character

-doodie from doodie

ACHIEVEMENTS & MILESTONES

- 1st Place - My Chef Hates Me at a local game competition, praised by players for its chaotic, fun gameplay.
- 3rd Place - Doodie Moodie at GamePonsJam Vol. 3 (Azerbaijan).
- 4th Place - Matin Gafarov & Ilkin Alizade at Turkic Game Jam (competing among teams from across the Turkic world).
- 2nd Place - GanjaJam (Azerbaijan) with full team participation.

International Exposure - Doodie Moodie presented to Rami Ismail (Dutch-Egyptian independent game developer) who gave highly positive feedback.

Studio Collaboration - Ilaza Javadova and Nurkhan Guliyev are also members of Nomadman Studio, one of the most recognized game development teams in Azerbaijan.

• Industry Representation -

- o Matin Gafarov invited to Digital Dragons (Krakow, May 2025), supported by the Ministry of Culture of the Republic of Azerbaijan.
- o Ilaza Javadova & Nurkhan Guliyev visited CD Projekt headquarters (Warsaw, April 2024), supported by the Ministry of Culture of the Republic of Azerbaijan and GamePons.

TIRKA AT GAMESUMMIT

TIRKA TM

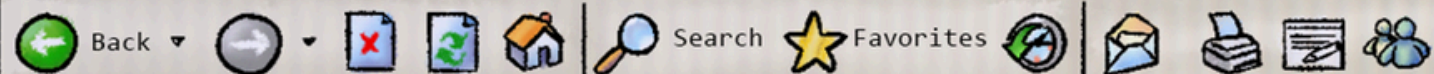
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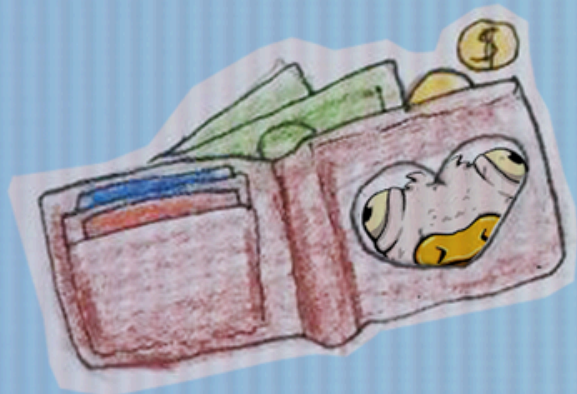
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WHAT'S NEXT FOR TIRKA STUDIO ?

In the short term, our priority is to secure a publisher and investor to bring our flagship projects to full release. We aim to actively grow our community through social media platforms, Discord, Reddit, and itch.io by publishing devlogs, sharing event highlights, and posting updates on Instagram and LinkedIn.



Long-term, we plan to expand our reach beyond Azerbaijan, strengthen collaborations with other teams in the local game development scene, and establish TIRKA Studio as a recognizable indie brand internationally.



With a publisher's support, we can accelerate production, increase marketing reach, and deliver high-quality games to a global audience while continuing to build a passionate, engaged community.

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