

CV

Personal Information

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Telephone number: 05071177808

Address: Istanbul, Turkiye

Date of birth: January 24, 2004



Profile

Ambitious Digital Game Design graduate from **Doğuş University** with hands-on experience as a Team Leader and Game Developer. Proven track record in indie game development, specialized in **Unity (C#)**, gameplay programming, UI implementation, and level design. Experienced in driving projects from concept to Steam release, with a strong passion for continuous learning and collaborative game development.

Degrees and Education

Oct 2022 - Jun 2026

Doğuş University Digital Game Design Department 50% Scholarship
University Degree, Istanbul

Experience

Jan 2020 - Ongoing

Team Leader / Game Developer

Online

- Founder of NuttyCat Games. I have been leading the team and developing games since January 2020.
- We have one game published on **Steam**. It's **Squaretrail: Lines Of The Frame**
- We are currently developing a **Turn-Based Action/Rogue-Lite** game named **Heart Decay**.

Jan 2025- Feb 2025

Internship

Online

- Internship at **Phew Phew Games** - Worked on '**Anomaly President**', a rhythm-based mini-game from Unity 2D

Apr 2025- Jun 2025

Internship

Online

- Internship at **Undoco Games**
Worked on **Şeker Hoca** Core
Gameplay from Unity 3D

Game Jams

- Magara Jam '24 (Top 60/1000+)
- Magara Jam '25 (Top 60/1000+)
- Nishdot Jamlet (Top 10/20+)
- İstinye Halloween Jam (Unfinished Game)
- Game Dev Ist Deep Jam (Top 24/200+)
- DOU Jam (Top 6 / 20+)
- Pott Jam (3rd place)

Skills

- Unity C# Game Programming: ●●●●●●
- Game Design: ●●●●○
- Unity UI Experience: ●●●●○
- Level Design: ●●●●○
- C#,C++: ●●●○○
- Game Maker Studio 2: ●●○○○
- Java: ●●○○○
- Unreal Engine 5 Game Engine: ●●○○○
- Python: ●○○○○

Languages

English: B1+

Courses

Nov 2019

- Udemy Unity Game Development Course

Istanbul
Jun 22, 2026

