

Mehmet Akif DUMAN

GAME DEVELOPER | COMPUTER ENGINEERING STUDENT

PROFESSIONAL SUMMARY

I am a Computer Engineering student with over 3 years of experience in Unity and 1 year in Unreal Engine. I have developed and published a mobile arcade game named DuelinGO independently on the Google Play Store. I am passionate about game development and have a strong foundation in programming, problem-solving, and working in collaborative environments.

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 [GitHub](#)

 [DuelinGO \(Play Store\)](#)

EDUCATION

Izmir Bakircay University — BSc in Computer Engineering
2023 – 2027 (Current GPA: 3.50)

TECHNICAL SKILLS

- Programming Languages: Advanced C#, C++
- Game Engines: Unity (2D/3D), Unreal Engine
- Multiplayer: Photon Networking
- Ad SDKs: AdMob, IronSource, Unity Ads
- Version Control: Git, GitHub
- Game Design: UI/UX, Graphic Design
- Mobile Optimization: Performance-focused development
- Soft Skills: Problem Solving, Planning, Teamwork

EXPERIENCE

Solo Game Developer – DuelinGO (2D Arcade Mobile Game)

- Developed and published the entire game independently
- Integrated AdMob and IronSource ad systems, and GameAnalytics
- Optimized performance for mobile platforms

VR Simulation Developer (Team Member) – Bakircay VR Lab

- - Participated in a fire-extinguishing VR simulation project
- - Gained experience in VR technologies and teamwork

PUBLISHED GAMES

DuelinGO

- Independently developed and published on Google Play
- [Link](#)

LANGUAGES

- - Turkish: Native
 - - English: B2 (Upper-Intermediate)
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