ATABERK AKIN

Game Programmer ~ Designer

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📍 Manisa, Turkey in /in/ataberkakin

SUMMARY

Generalist game developer with strong expertise in game design — specifically system design. Creates comprehensive and detail-oriented technical and non-technical documentation for design and production processes.

SKILLS

Languages: C#, GDscript, Verse, Google Apps Script, C++

Technologies: Godot, Unity, UE4, UEFN, ClickUp, Git, PlasticSCM, Google Docs/Sheets

EXPERIENCE

May/2024 — June/2025

Game Designer - Mystopia · **Last Minute Studio**
· Designed **all** systems in the game.
· As an indie developer, wore multiple hats, including **programming, design, and marketing**

Tools: Unity3D / Google Docs & Sheets / GitHub **Team Size:** 5

April/2023 — April/2024

Technical Designer - Unreleased UGC Project · **Funverse Games**
· Prototyped a game for the Fortnite Creative Hub.

Tools: UEFN / Verse **Team Size:** 1

April/2023 — April/2024

Game Designer - Hit and Boom · **Funverse Games**
· Created spreadsheets and scripts for **progression and economy systems**.
· Analyzed playtest data and prepared **detailed reports** for the Lead Designer

Tools: Unreal Engine 4 / PlasticSCM / Google Docs & Sheets **Team Size:** 25+

April/2023 — April/2024

Game Designer - Bum Bum Monsterz · **Funverse Games**
· Designed a mini game for **co-op multiplayer** party game from scratch **including level and systems.**

Tools: Unity3D / Google Docs / GitHub **Team Size:** 10+

December/2022 — April/2023

Game Designer (Intern) - Hit and Boom · **Funverse Games**
· Contributed to the creation of brainstorming notes, design documentation, and QA processes.

Tools: Unreal Engine 4 / Google Docs & Sheets **Team Size:** 25+

March/2022 — July/2022

QA Tester · **JIB Games**
· Identified and documented **over 150 bugs** across gameplay, UI, and Turkish localization, ensuring timely resolution.

Tools: Unity3D / Google Docs & Sheets **Team Size:** 15+

PROJECTS

Game Jams
I regularly participate in game jams. I'm so passionate about them that I once **traveled 2900 km** to attend the Nordic Game Jam. (from Turkey to Denmark).

· ***My jam games:*** *soyamilk.itch.io*

Last Minute Studio GameDev Collective
Creating a game development collective to support those who are unemployed or prefer to avoid bureaucratic workplaces, helping them build sustainable careers through indie game development.

Agora GameDev Hackerspace
Building a game development community inspired by hackerspaces to support and connect individuals interested in video game development technologies.

EDUCATION

09/2020 - 2022

Mathematics - Yildiz Technical University · **University**
Discontinued my studies in the third year due to a shift in my personal and academic interests

LANGUAGES

English, Turkish