Emirkan Huluca

Game Developer

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PROFILE

Game Developer with **6+ years** of experience in **Unity** and **C#**, specializing in **gameplay systems**, card mechanics, and scalable architecture. Proven track record in **developing** and **publishing** multiple titles across **mobile** and **desktop** platforms, **mentoring** students, and **collaborating** with multidisciplinary teams. Passionate about writing **maintainable**, **performance-optimized** code and delivering **engaging** player experiences.

SKILLS

Languages & Engine: C#, Unity (URP, Prefabs, Animator, UI Toolkit)

Game Systems: Combat, AI, Deck-building, Progression, Idle/Clicker

Architecture: OOP, ScriptableObjects, Event-driven design, State Machines

Production: Git/GitHub, Agile workflow, Playtesting, Optimization

WORK EXPERIENCE

Masomo, *Game Programmer Intern*   05/2023 – 06/2023 | Izmir, Turkey
- Completed a two-month remote internship program focusing on gameplay systems and rapid prototyping. Worked on a roguelike mobile game, implementing weapon and enemy logic in Unity.

Kebab Game Studios, *Game Developer*   01/2023 – 04/2023 | Remote, Turkey
- Developed an idle/clicker mobile project in Unity. Built the core upgrade and automation systems, optimized performance, and collaborated with the art and design teams on gameplay balance.

Mebre Academy, *Game Development Instructor*   01/2024 – Present | Remote, Turkey
- Teaching Unity and C# fundamentals, guided students through small game projects, and introduced them to object-oriented programming and clean code principles.

PROJECTS

Necro Ruler, *Roguelike Deckbuilder*   04/2025 – Present
- Developing a roguelike dungeon crawler with students from Mebre Academy. Created gameplay flow, designed combat systems, and led overall project direction.

Magister's Orb, *Turn-Based Card Game*   07/2024 – 09/2024
- Unity-based card game built for a freelance client. Designed and implemented deck mechanics, turn logic, and UI flow from scratch.

Inferno Trigger, *Roguelike Shooter*   06/2023 – 09/2023
- Developed during internship training. Implemented enemy AI, wave spawning, and upgrade systems. *(Previously available on Google Play for testing.)*

Color Drop, *Hyper-Casual Runner*   02/2023 – 04/2023
- Created level generation and responsive controls for a hyper-casual title. *(Previously available on Google Play.)*

Top Guns, *2D Rogue-like shooter*   05/2022 – 09/2022
- Designed and implemented 2D shooting and progression systems.

Project All-Stars, *2D JRPG*   12/2019 – 04/2020
- Developed a turn-based JRPG prototype featuring multiple characters and Persona-inspired mechanics.

EDUCATION & COURSES

Electric and Electronics Engineering, Düzce University   Düzce, Turkey

Oygem Academy   03/2022 – 07/2022 | Izmir, Turkey
- This was a four-month remote course to improve and make connections

CERTIFICATES

- Masomo Internship Certificate
- ISI Japanese Language School N4 Lesson Certificate

LANGUAGES

Turkish — Native | **English** — C1 | **Japanese** — N4