

# 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