
ERDEM GUNAY

GAME DESIGNER



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TECHNICAL SKILLS

Languages: C#, C++
Game Engines: Unity, Unreal
Version Control: SourceTree, Git

EDUCATION

George Brown College, Game Design
Graduate Certificate, 2019

George Brown College, Game
Programming Advanced Diploma, with
Honors, 2016

Anadolu University, Photography
Diploma, with Honors, 2012

AWARDS & CERTIFICATES

CompTIA A+, 2017

George Brown Game Contest, 2nd
place, (Color Billiard, Unity 3D
puzzle game), 2015

Dean's Honor List, 2010-2012, 2014-
2016, 2018-2019

PROJECTS

WILD SANCTUARY, DIBS, DESIGNER / LEAD PROGRAMMER, 2019

- Augmented Reality mobile adventure, made in Unity Engine

UNANNOUNCED GAME, SILLY WALK GAMES, TECHNICAL DESIGNER, 2019

- Casual mobile game developed in Unity Engine

EXORCISM AT DUSCKRIDGE MANOR, CREATIVE & TECH DIRECTOR, 2018-2019

- Asymmetrical 1v1 couch game made in Unity 3D that was showcased in
Level Up 2019

HAVOC HIGHWAY, TECH DIRECTOR & GAME DESIGNER, 2018- 2019

- 4 Player Arcade game made in Unity 2D for Level Up 2019

2020 ARMOR APP, LEAD PROGRAMMER, 2018

- AR App prototype that connects to 2020 Devices via Bluetooth and
displays information in real time, developed in Unity

ACCEPTANCE, LEAD DESIGNER / NARRATIVE DESIGNER, 2018

- Narrative driven puzzle adventure game developed in Unreal Engine

BRINGER OF PEACE, LEAD DESIGNER / PROGRAMMER

- Management game developed in Android Studio and released on Google
Play Store
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EXPERIENCE

WILD SANCTUARY

- Designed multiple mini games that complements the Augmented Reality
aspect of the game
- Oversaw the programming team, made sure the code base is designer
friendly

EXORCISM AT DUSCKRIDGE MANOR

- Designed the core loop of the game, made sure the asymmetrical game
mechanics are balanced but fun
- Oversaw the programming team and made sure the art complements the
game's atmosphere

HAVOC HIGHWAY

- Designed the core loop of the game and made sure the mechanics
supplement the game's fast, arcade style
- Oversaw the programming team and made sure the user feedback and the
feel of the controls are polished

ACCEPTANCE

- Wrote the main story and the backgrounds of the characters
- Designed the main flow of the game and made sure the puzzles fit the
overall flow of the game

2020 ARMOR APP

- Designed the architecture of the code base
- Implemented the Bluetooth connection between the app and 2020
devices

BRINGER OF PEACE

- Designed the main architecture of the game
- Coded the main game loop
- Debugged the game and released it on Google Play