

ERDEM GUNAY

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Game Designer

Projects

Unannounced Project, RSP Games, Game Designer,, 2019

- Survival Horror game being developed in Unreal Engine
- Designed squad behaviour, set pieces etc

Wild Sanctuary, Dibs, Lead Programmer / Designer, 2019

- AR mobile adventure, prototyped in Unity
- Designed mini games that will take place in the larger product
- Managed the programming team

Unannounced Project, Silly Walk Games, Technical Designer, 2019

- Mobile game prototype being developed in Unity
- Designed and coded the prototype

Exorcism at Dusckridge Manor, Creative & Tech Director, 2018-2019

- Asymmetrical 1v1 Unity 3D game that was showcased in Level Up Competition.
- Designed the gameplay as well as leading the programming team
- <https://github.com/Merdmng/DontEvenBatAnEye>

Havoc Highway, Game & Tech Director, 2018-2019

- 4 player arcade game made with Unity 2D that was showcased in Level Up Competition.
- Designed the core gameplay as well as leading the programming team
- <https://github.com/Merdmng/CraneFight>

Bringer of Death, Programmer & Designer, 2015

- Developed in Android Studio and released for Android on Google Play Store.
- Worked on game design and gameplay programming
- <https://github.com/vincentnihan/GunMarket>

Technical Skills

Languages	C#, C++
Version Control	Git, SourceTree
Game Engines	Unity 3D, Unreal Engine 4

Awards, Certificates and Other Experience

CompTIA A+ Certificate, 2017

George Brown College Game Contest, 2nd place, (Unity3D game, Color Billiard) 2015

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

Education

George Brown College, Game Design Graduate Certificate, 2019

George Brown College, Game Programming Advanced Diploma, With Honours, 2016

Anadolu University, Photography Diploma, With Honors, 2012