

ERDEM GUNAY

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Game Programmer

Projects

Wild Sanctuary, Dibs, Lead Programmer / Designer, 2019

- Augmented Reality mobile adventure, prototyped in Unity
- Managed the programming team with their sprint/weekly/daily tasks

Unannounced Project, Silly Walk Games, Technical Designer, 2019

- Mobile game prototype 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 overseeing the programming team
- <https://github.com/Merdemg/DontEvenBatAnEye>

Havoc Highway, Technical Director, 2018-2019

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

20/20 Armor, Programmer, 2018

- Worked on a mobile Augmented Reality prototype that uses Unity Engine and connects to Bluetooth 20/20 devices
- <http://2020armor.com/>

Uppskera, Programmer, 2015-2016

- Unity 3D spacecraft combat game prototype, demo was presented to Sony at GDC 2016
- Worked on gameplay, UI and AI

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++
Game Engines	Unity, Unreal Engine 4
Version Control	Git, SourceTree

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

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