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# ERDEM GUNAY

GAME DEVELOPER

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## TECHNICAL SKILLS

**Languages:** C#, C++

**Game Engines:** Unity, Unreal

**Version Control:** SourceTree, Git

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## 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

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## AWARDS & CERTIFICATES

**CompTIA A+**, 2017

**George Brown Game Contest**, 2<sup>nd</sup> place, (Color Billiard, Unity 3D puzzle game), 2015

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

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## PROJECTS

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### WILD SANCTUARY, DIBS, LEAD PROGRAMMER / DESIGNER, 2019

Augmented Reality mobile adventure, made in Unity Engine

### UNANNOUNCED GAME, SILLY WALK GAMES, TECHNICAL DESIGNER, 2019

Casual mobile game prototyped in Unity Engine

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

Asymmetrical lvl 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

### UPPSKERA, LEAD PROGRAMMER, 2015-2016

Spacecraft combat game prototyped in Unity 3D that was presented to Sony at GDC 2016

### BRINGER OF PEACE, LEAD DESIGNER / PROGRAMMER

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

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## EXPERIENCE

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### WILD SANCTUARY

- Oversaw the programming team of 3, made sure the code base is up to the clients expectations and convention standards
- Made sure the code base is designer friendly and ready to be implemented in the final product

### EXORCISM AT DUSCKRIDGE MANOR

- Designed the architecture of the code base and wrote the main classes for the programming team
- Oversaw the programming team of 3, assigned sprint tasks, helped with their tasks and reviewed their code

### HAVOC HIGHWAY

- Oversaw the programming team of 4, assigned sprint tasks, helped with the tasks and reviewed the code
- Designed the architecture of the code base and wrote the main scripts

### 2020 ARMOR APP

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

### UPPSKERA

- Prototyped the combat, player upgrades, player feedback & UI
- Prototyped enemy AI with different squad roles and an Ally mothership AI

### BRINGER OF PEACE

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