

# SEMIH KUBILAY CETIN

Game Developer | Unity Expert

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## SUMMARY

I've been immersed in the Unity game engine since 2013. For over 5 years, I've worked professionally as a game developer, gaining extensive experience with C# and Unity. I'm passionate about all aspects of game development, and I excel in the mobile gaming space, possessing comprehensive knowledge of the entire development lifecycle, from concept to release.

## EXPERIENCE

### Unity Developer

#### Joygame

05/2022 - 02/2025 Izmir, Turkey

- Developed a 3D game using Unity 3D for iOS and Android platforms.
- Optimized game play and graphics performance for mobile devices.
- Tested and debugged game code for potential bugs and errors.
- Provided technical guidance and mentorship to junior game developers.
- Collaborated with game designers and artists to create innovative experiences.
- Developed games that have received 1m, 1m and over 5m downloads.
- Part in optimizing the games

### Unity Developer

#### BoomBit

08/2021 - 2022 Ankara, Turkey

- Under the supervision of programming leads, I wrote and developed application-specific code based on design requirements, as well as incorporated new game features or functionality.
- Developed a 3D game using Unity 3D for iOS and Android platforms.
- Initiated a cross-functional workflow with the art team to streamline asset integration, improving deployment speed by 25%.
- Optimized game play and graphics performance for mobile devices.
- Implemented game features using C# and the Unity engine.

### Unity Developer

#### Freelancer

09/2018 - 12/2021 Ankara, Turkey

- I wrote and developed application-specific code based on design requirements, as well as incorporated new game features or functionality.
- I built game prototypes and project schedules with reliable timetables.

## EDUCATION

### Mechanical Engineer

#### Pamukkale Üniversitesi

01/2012 - 01/2017 Denizli, Turkey

## LANGUAGES

#### English

Proficient



#### German

Beginner



## SKILLS

Unity 3D

Unreal Engine

C#

OOP

SOLID

Design Patterns

Level Design

Gameplay Scripting

3D Modeling