

UMUT MUSLİHOĞLU

(+90) 538 934 46 97

umutmuslihoglu@gmail.com

www.linkedin.com/in/relw

www.github.com/umutml



Passionate Game Developer with 3+ years of active programming and 2+ year of professional casual game development experience. Specialized in Unity asset management addressable, cloud content delivery, memory and GPU profiling, bug fixing, and Photon Bolt multiplayer. Contributed to exciting projects, optimized game performance, and troubleshoot complex issues. Lifelong learner staying updated on cutting-edge technologies. Believes in teamwork, creativity, and innovation to craft immersive gaming experiences.

[Check My Website for Portfolio](https://umutmuslihoglu.com)

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Skills

- C# Programming
- Build Master (Ios-Android)
- Memory, Cpu and Gpu Optimization
- Addressable-Asset Management
- Unity Engine
- Object Oriented Programming
- Gameplay Programming
- User Interface Programming

Experience

FEBRUARY 2023 – 2025

Game Developer / No Surrender Studio – Remote

I worked on a card battler game called "No Surrender Heroes" and shooter game The War for over a 2 year and 6 months. I gained experience in various aspects of the game development process. I was involved in user interface design and coding, implementing new features, various bug fixes, asset management, improving addressable systems and Photon Bolt multiplayer. I took on the responsibility as a build master resolving iOS/Android build issues and ensuring smooth releases of live CI-CD pipelines builds and internals. Implemented advertisement networks created a functioning ad reward systems. I became adept at teamwork and managing concurrent developments of different features. In terms of project maintenance, I developed Unity development tools to enhance the team's efficiency.

SEPTEMBER 2022 – DECEMBER 2022

Intern / DODO Game – Istanbul

I studied and worked for 4 months, improved myself in many subjects. I made prototype games, finished tasks and developed clone games to learn many things.