Mustafa Utku Gülcü

Game Developer

CONTACT

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EDUCATION

Computer Engineering
Bakırçay University
2020-2024
GPA 3.49

SKILLS

- Unity
- C#
- Photon Pun 2
- Netcode for GameObjects
- DOTween

PROFILE

I preferred to study Computer Engineering as game development always intrigued me. At my 2nd year after researching several practices, I decided to use my software development skills that I gained at school in game development. Since then, I try to develop various projects and share them on my Github and Itch.io profile.

WORK EXPERIENCE

Game Developer   July 2024 - Present
Skyloft

Game Developer Intern   February - May 2024
Skyloft

I completed my long-term internship at Skyloft. During my internship, I took on the software aspect of game development. My main responsibility was to port existing mobile games to different platforms such as Steam, Amazon, and various WebGL-supported platforms. Additionally, I supported the software development team in the creation of new games.

Game Developer Intern   August - September 2023
Inspimo Consultancy

I developed a mobile game themed around Time Management in Restaurant during my internship. I designed and programmed the project myself, incorporating mechanics similar to Overcooked and making sure that they are suitable for mobile devices. I acquired 3D models and sounds from external sources.

INTERESTS

- Computer Games
- Playing Piano