



# FURKAN GÜNDÜZ

## Unity Game Developer

Organized and adaptable team player, skilled at handling multiple projects and responsibilities.

## CONTACT

+90 537 222 8360

Ankara, Türkiye

[furkangunduz.dev@gmail.com](mailto:furkangunduz.dev@gmail.com)

[linkedin.com/in/furkangunduz60](https://linkedin.com/in/furkangunduz60)

[github.com/dgdfurkan](https://github.com/dgdfurkan)

## EDUCATION

### BACHELOR OF DIGITAL GAME DESIGN

Faculty of Communication

İstanbul Bilgi University

2019-2024

Istanbul, Türkiye

- Unity Engine
- C#
- Git - GitHub
- Sourcetree
- JetBrains Rider

## EXPERIENCE

Sept 2024 -

Jan 2025

Unity Game  
Developer

### BOLF Games

- Developed and published "[the Birdie](#)" on **Google Play Store**, a level-based arcade game inspired by Flappy Bird.
- Implemented **in-game boosters** (e.g., shield for invincibility, pipe gap extender, continuous run boosters) with purchase and usage systems.
- Designed and integrated **character customization features**, including unlockable skins and outfits for the bird.
- Built a **leaderboard system** with online player visibility, increasing competition and engagement.
- Optimized physics-based mechanics for smooth and responsive gameplay across devices.

Oct 2024 -

Jan 2025

Unity Game  
Developer

### Freelance

- Developed **digital multiplayer games** for interactive touch tables, including Air Hockey, Ludo, a casual football game with power-ups, and a Bomberman-style game with **boosters**.
- Designed and implemented **local multiplayer systems** with intuitive touch controls.
- Optimized performance and gameplay logic for smooth and engaging **tabletop-style digital games**.
- Integrated **power-up mechanics, sound effects, visual effects, and haptic feedback** to enhance player experience.



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## EXPERIENCE

July - Sept.  
2024

Unity Game  
Developer

### Rollic

- Contributed to the development of Bus Jam, collaborating closely with senior developers and designers.
- Implemented **shine effects**, **ColorBlind mode**, and **customized UI/animation systems** to improve accessibility and player experience.
- Integrated **backend-controlled features** to allow live updates without requiring new builds.
- Conducted **A/B testing** to optimize gameplay mechanics and boost user engagement.
- Gained hands-on experience in **mobile game production pipelines** and teamwork in a professional environment.

2022 - 2023

Unity Game  
Developer

### RATIC

- Developed **2D and 3D games** in Unity using C#, implementing diverse mechanics and gameplay systems.
- Built and maintained **backend systems** for player data, integrated **monetization** with AdMob & AppLovin, and created **leaderboards** for competition.
- Designed **multiplayer 2D** games using **Photon** with smooth networking experiences.
- Utilized **Cinemachine** for camera control, **DOTween** for animations, and **ScriptableObjects** to build modular, scalable architectures.
- Applied best practices in **game optimization** and **clean code principles**.



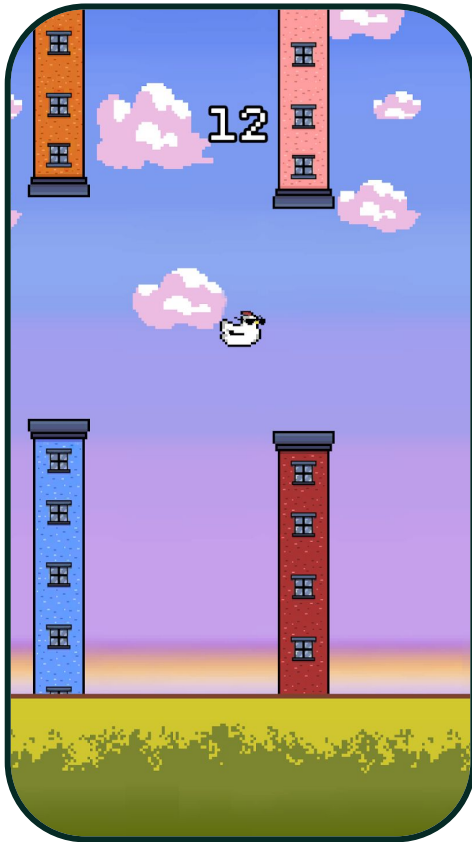
# FURKAN GÜNDÜZ

Unity Game Developer

## PORTFOLIO

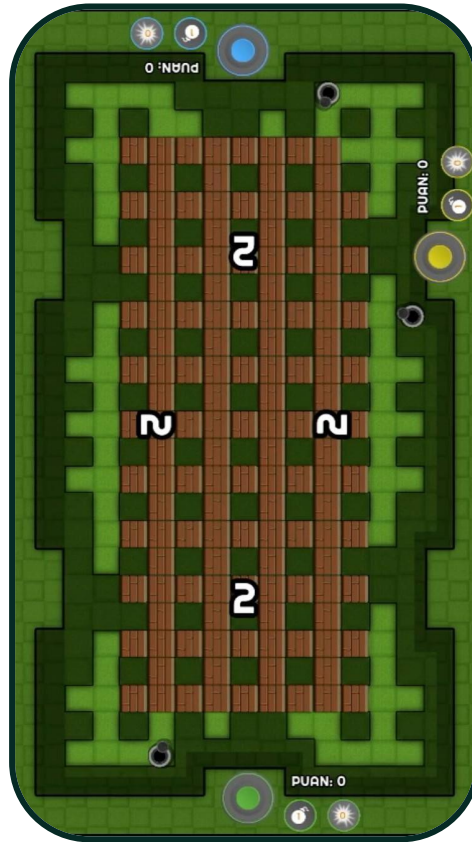
2024 - 2025

the Birdie



- Level-based arcade game inspired by Flappy Bird.
- Implemented boosters, character skins, and a shop system.
- Integrated leaderboard and optimized physics-based gameplay.

Bomberman



- Local multiplayer game inspired by Bomberman.
- Designed booster and power-up mechanics to enhance gameplay.
- Implemented smooth controls and responsive visual/sound effects.

Bus Jam



- Contributed to feature development and refinement with senior developers.
- Implemented shine effects, ColorBlind mode, and custom animations/UI.
- Used backend-controlled systems and A/B testing to improve engagement.





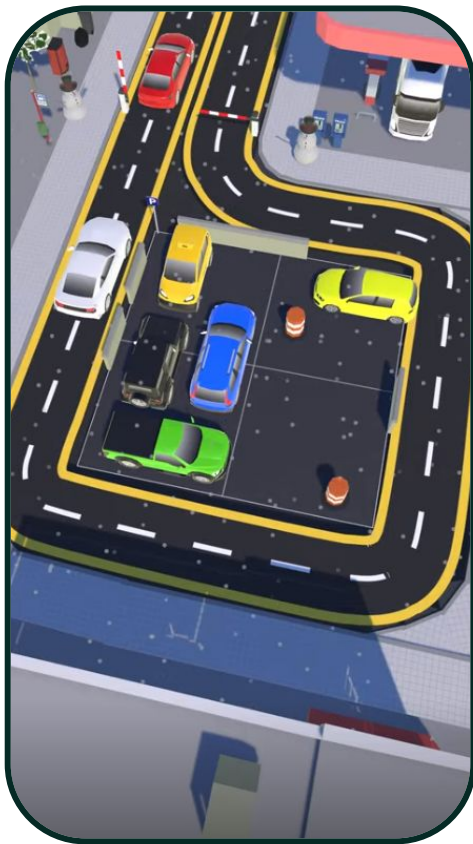
# FURKAN GÜNDÜZ

Unity Game Developer

## PORTFOLIO (CONTINUED)

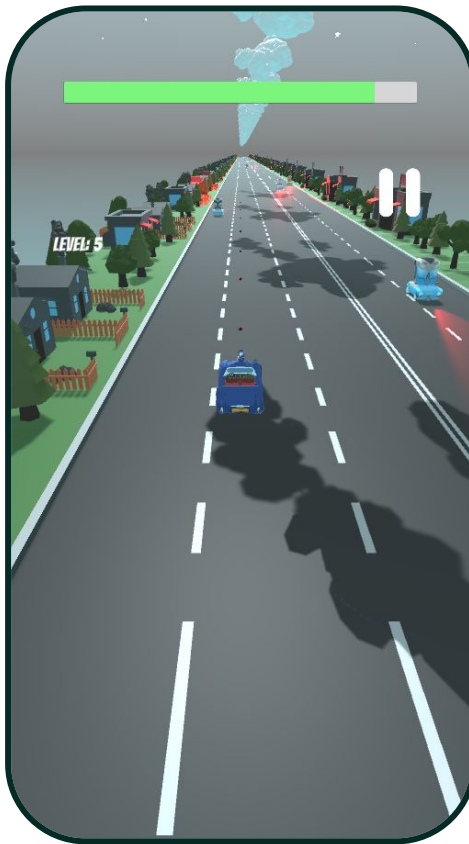
2023 - 2024

ParkingJam3D Clone



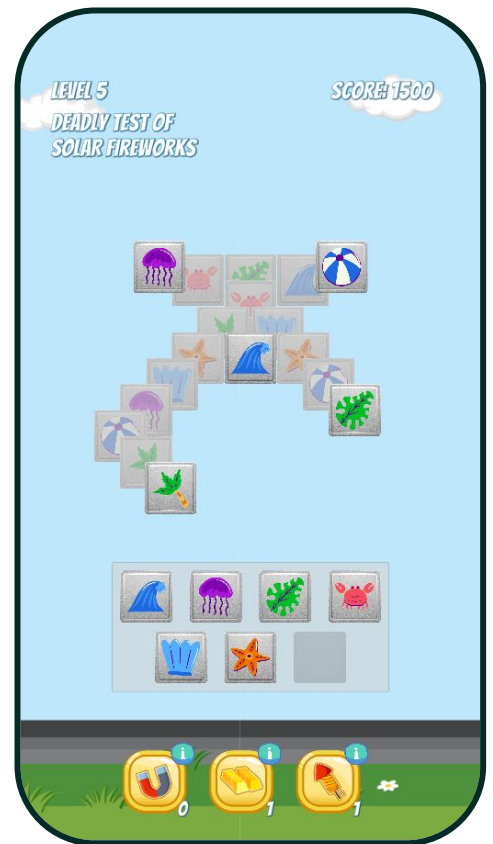
- DOTween for effects (ex. crash and camera shaking)
- AudioManager
- PathFollower system integrated
- Used UnityAction as Signals
- Touch Input system added

BattleWheelsMayhemArena



- Shop System
- Object Pooling
- Singleton
- Cinemachine for camera
- Scriptable Object (Vehicle, Weapon, Level Datas)

MatchTile



- Object Pooling
- Boosters and Shop system
- Playfab integrated for leaderboard
- Vibration integrated
- Safe Areas Handler for iPhone notch issue
- Scriptable Object for levels



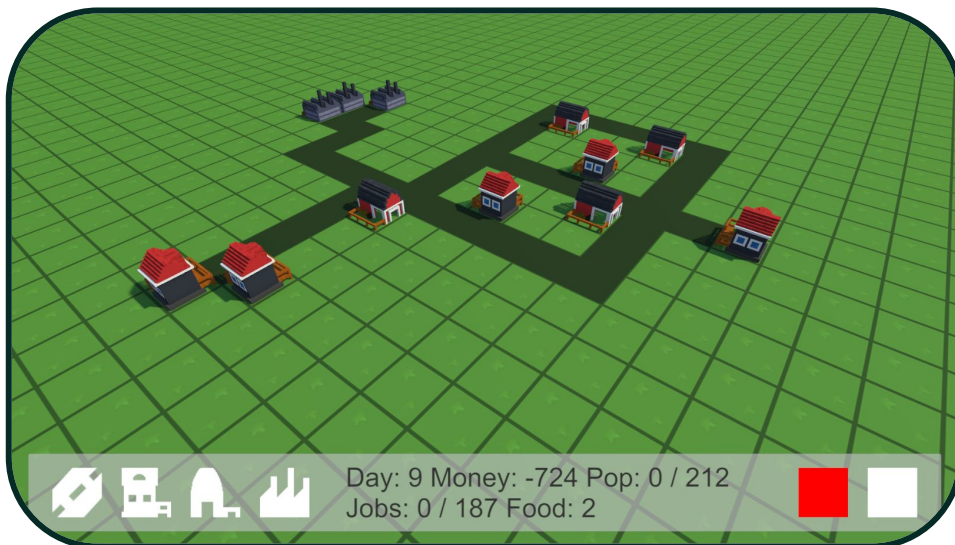
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Unity Game Developer

## PORTFOLIO (CONTINUED)

2023 - 2024

Buildopolis



Claw of Vengeance



VictroyDawn



- Cinemachine for camera
- WorldSpace Canvas for tutorial
- Used UnityAction as Signals
- Interface (IDamageable)
- AudioManager
- Grid system
- Postprocess





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Unity Game Developer

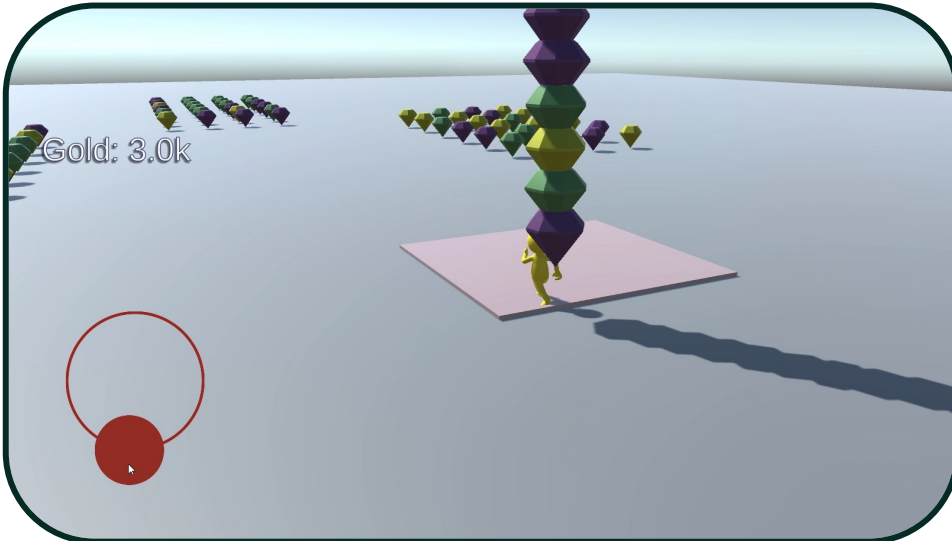
## PORTFOLIO (CONTINUED)

2023 - 2024

### Revolt of the Exiles



### Stack Diamonds



### ISH - Mad Libs



- Multiplayer mode with Photon
- Create room, join and edit game settings
- Firebase to save datas
- Infinity looping background UI



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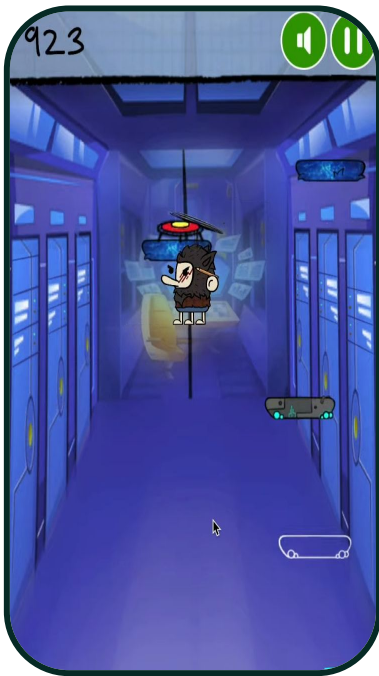
Unity Game Developer

## PORTFOLIO (CONTINUED)

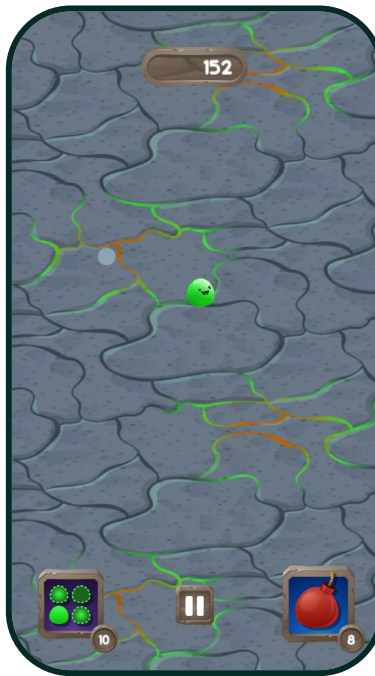
2022 - 2023

Ratic

Crypto Jumper



Sloppy Jelly



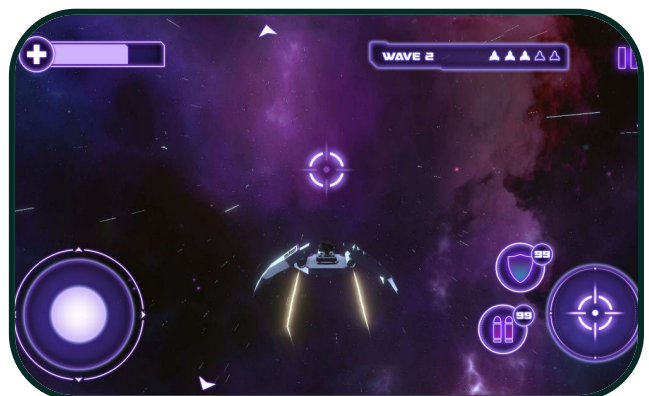
Multi Merge



Crypto Ball



Space Blizzard







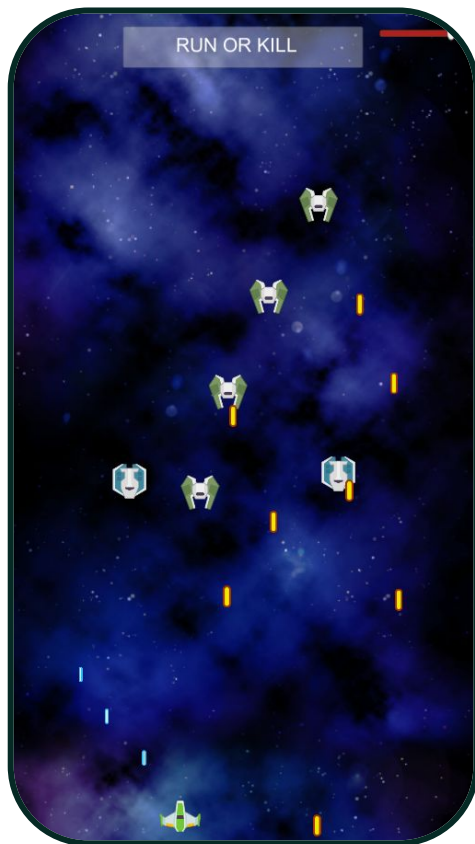
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## PORTFOLIO (CONTINUED)

2022 - 2023

Laser Defender

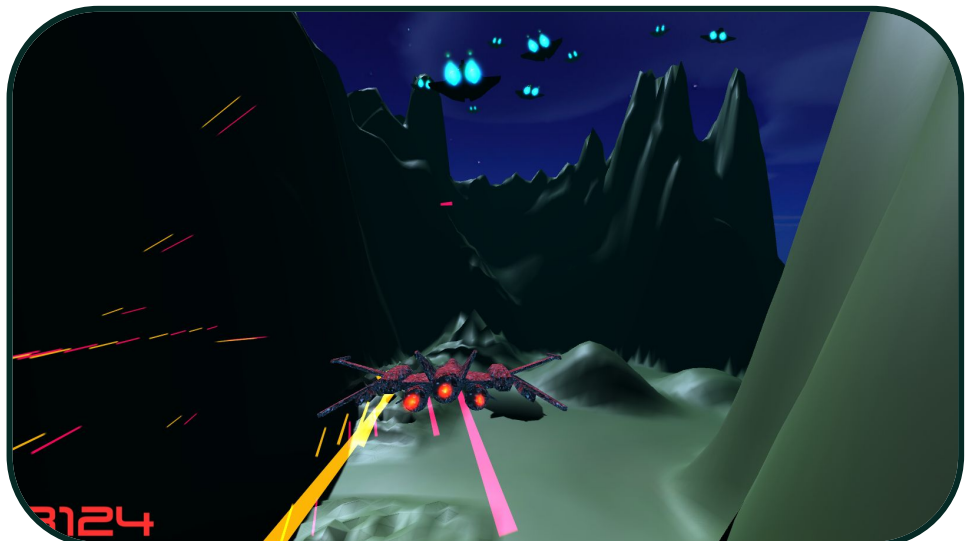


- DOTween for effects (ex. crash and camera shaking)
- AudioManager
- PathFollower system integrated
- Used UnityAction as Signals
- Touch Input system added

Save The Villagers



Argon Assault Ships







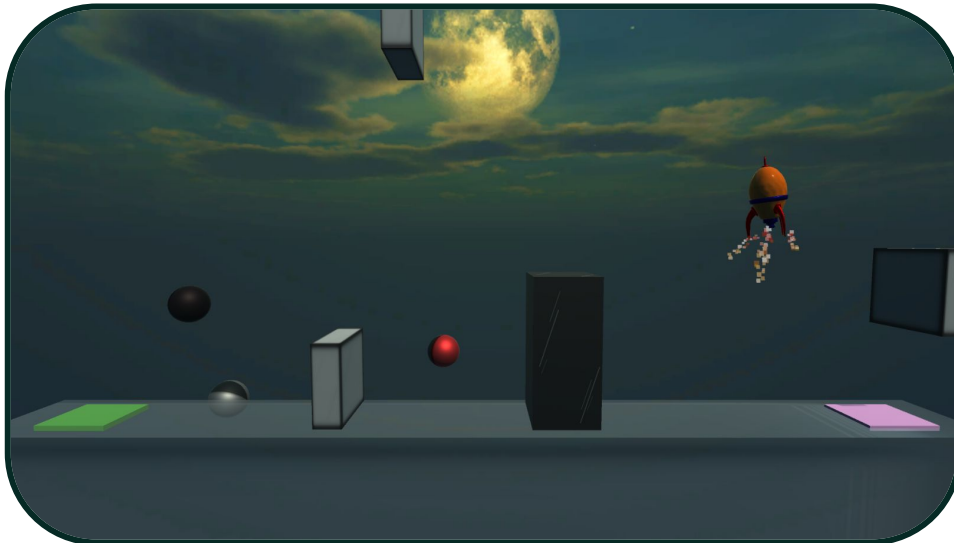
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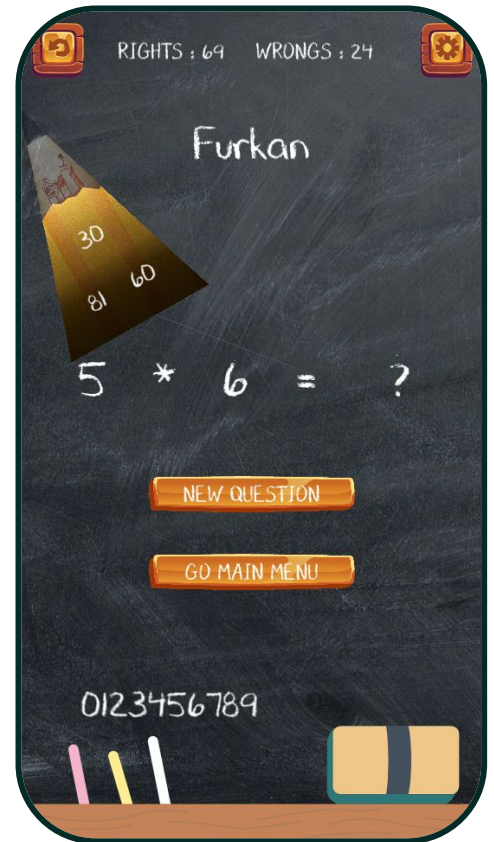
## PORTFOLIO (CONTINUED)

2021 - 2022

Basic Blocks



Math Game



Wizard Guesser



- AudioManager added
- Used Firebase for login and leaderboard system
- Clue system added



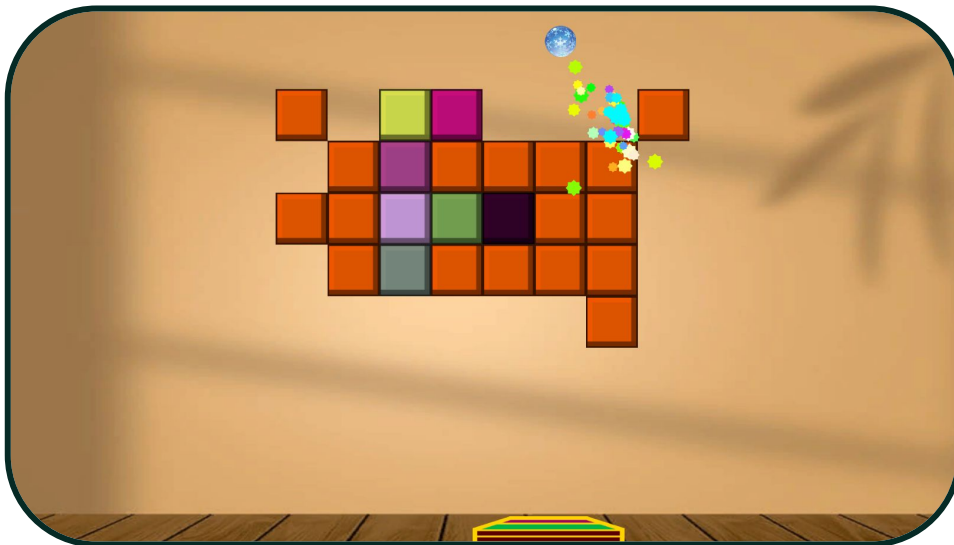
# FURKAN GÜNDÜZ

Unity Game Developer

## PORTFOLIO (CONTINUED)

2021 - 2022

### Breaking Blocks



- AudioManager
- Level system
- AudioManager
- Level system

### TileVania



- Cinemachine for camera
- AudioManager
- Grid system
- Level system





# FURKAN GÜNDÜZ

## Unity Game Developer

### COVER LETTER

10.09.2025

Dear Hiring Manager,

I am writing to express my interest in the Unity Developer position at your company. With hands-on experience in developing both 2D and 3D games, I have built systems that include monetization, animation management, multiplayer features, and optimized gameplay mechanics. I am confident that my technical expertise and problem-solving skills make me a strong fit for this role.

What excites me most about your company is its strong reputation for creativity and innovation in the gaming industry. I am eager to bring my passion for game development and my commitment to writing clean, scalable code to your team, contributing to projects that engage and inspire players worldwide.

Thank you for considering my application. I look forward to the opportunity to discuss how my background and skills can add value to your team.

Yours sincerely,

*Furkan Gündüz*

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