MERTCAN ÇEZİK

Game Developer

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Summary

Game Developer experienced in creating 2D/3D games using Unity, Phaser.js, and JavaScript. Skilled in gameplay systems, backend integration, and interactive experiences for mobile, and web. View my portfolio here.

Skills

Game & Interactive

Unity · Phaser.js · Pixi.js · Three.js · Unreal Engine 4 · WebGL · Oculus Quest · HoloLens · HTC Vive

Backend

Node.js · NestJS · Express.js · ASP.NET · Firebase · Prisma · Laravel

Frontend

React · Next.js · HTML5 · Tailwind CSS · GSAP

Database & DevOps

PostgreSQL · MySQL · MongoDB · Redis · Docker · AWS · Azure

Languages

JavaScript · TypeScript · C# · Go · Python

Work Experience

Freelance Mobile App & Game Development

Istanbul, Türkiye · Current

- Developed Al-powered mobile apps using NestJS, Prisma, React Native and Firebase.
- Built and published Unity games with playable demos on Itch.io.
- Integrated Google AI, Prisma, and Firebase Cloud Functions for scalable backend logic.

Technologies: Unity · Google AI · React Native · Ionic · Node.js · Firebase · Prisma · Tailwind CSS · PostgreSQL

Sr. Backend Developer

Kroppa Digital Agency · Full-time Istanbul, Türkiye · Remote · 2024

- Migrated legacy serverless systems to a scalable microservice architecture.
- Improved Laravel-based apps and supported frontend feature development.
- Contributed to secure cloud migration with AWS and Docker.

 $\textbf{Technologies:} \ Laravel \cdot Node.js \cdot AWS \cdot React.js \cdot Tailwind \cdot Redis \cdot Docker \cdot PostgreSQL \cdot MySQL$

Sr. Backend Developer

Getmobil · Full-time Istanbul, Turkey · On-site · 2023

- Boosted system performance 4x by implementing microservice architecture.
- Created backend services for e-commerce integrations.
- Built management dashboards with API connections to major platforms such as Hepsiburada, Trendyol, Çiçeksepeti, Craftgate, İyzico.

 $\textbf{Technologies:} \ \mathsf{Node.js} \cdot \mathsf{Express.js} \cdot \mathsf{Laravel} \cdot \mathsf{PostgreSQL} \cdot \mathsf{MongoDB} \cdot \mathsf{Docker} \cdot \mathsf{Redis} \cdot \mathsf{AWS}$

Lead Unity / Full Stack Developer

Kodzilla / FCB Health Reaktor · Full-time Istanbul, Turkey · Hybrid · 2020 - 2022

- Led development of 5 cross-platform XR experiences using Unity and WebGL.
- Built web apps with integrated backend systems and animation frameworks.
- Delivered projects for medical, advertising, and simulation clients.

Technologies: Unity · Phaser.js · Pixi.js · GSAP · Websocket · Node.js · ASP.NET · Unreal Engine · Oculus Quest · HoloLens · Azure

Game Developer Contractor

Freelancer / Sole Proprietor Cambridge, UK · 2017 - 2019

- Founded and ran a game dev studio in Cambridge delivering interactive projects for clients.
- Developed games using Unity, Phaser.js, and Three.js with backend in Node.js.
- Delivered web-based and desktop apps to international clients.

Technologies: Unity · Phaser.js · Three.js · Pixi.js · Node.js · Websocket · C#

Junior Game Developer

Hologram Software LTD · Full-time Istanbul, Turkey · On-site · 2016

- Developed HTML5 slot and casino games using Phaser.js.
- Created game logic, UI animations, and responsive designs.
- Supported QA and bug fixing in the production pipeline.

Technologies: Phaser.js · Pixi.js · JavaScript · HTML · CSS

Education

Anadolu University - Bachelor's Degree in Statistics

Technische Universität Chemnitz - Studied Computer Science