



# FATİH GÖRGÜÇ

VERSATILE GAME DEVELOPER

## PORTFOLİO

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## CONTACT

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## SKILLS

Unity

Pixel Art

Animation

VFX Art

Game Design

Git

## EDUCATION

Digital Game Design

**Bilgi University**

2020-2025

Bachelor's Degree

## ABOUT ME

I'm someone who wears many hats in game development. I develop, draw, and bring characters to life through animation. I love what I do because it lets me blend my creativity with technical skills. Whether I'm designing levels, creating characters, or making them move, I enjoy every step of the process. Learning and collaborating with others is something I always look forward to, and I'm excited to work on projects that entertain and inspire gamers everywhere.

## WORK EXPERIENCE

### Game Artist

Naturepixel Studios (Self-Employed)

2022-2024

- Developed an action platformer game titled '[Agent in Depth](#)', released on Steam, and achieved a 96% 'Very Positive' rating with over 150 reviews.
- Assumed responsibility for all aspects of game visuals and managed them, ensuring each element was meticulously crafted to achieve an appealing look.
- Participated as a member of a nine-person team and effectively communicated to achieve successful outcomes.

### Game Artist

NCY Interactive (Freelance)

2021-2022

- According to my client's requirements, I designed and animated pixel art for multiple games and implemented visual effects to achieve a polished aesthetic.

## EVENTS

### Gamification Hackathon

Bahcesehir University

2019

- Participated and secured second place among competitive teams, showcasing innovative game design and problem-solving skills.

## VOLUNTEER EXPERIENCE

### Volunteer

Oyunla Gelecek

2019

- I was part of the volunteer team for an event attended by dozens of people, where I assisted participants in the organization and information aspects.