Furkan Canturk

Home – 490B Kingscourt Drive – Waterloo, ON, Canada N2K 2Y7

☐ +1 (548) 333-2002 ● ✉ furkancbrx2@gmail.com

Skills and Experience

○ Proficient in programming with **C#**

○ 1.5+ Years of Game Development with **Unity**

○ Experience in **GitHub** workflow and team collaboration

○ Built and tested multiplayer systems using **Unity Netcode**

○ 2D Asset Creation: Pixel art, character cover design, and game posters

○ 3D Modelling: Applying textures/materials and UV Mapping using Autodesk Maya

○ Analytic thinking, creative planning and prototyping skills for game ideas, level design, art, and narrative designs, using: **Notion, Trello, and Jira**

○ Engaged with online communities to iterate games based on real player feedback

○ Childhood passion for Game Design, inspired by games, movies and a creative imagination

○ Creative problem-solving, time management and adaptability under pressure

Projects

Personal and School Works

2018-2024

○ Created 8+ game jams with effective UI, mechanics, and unique goals in a fast paced environment - relevant examples available on `https://frkncx.itch.io/`

○ Developed a fully playable 2D mobile game called **Block Breakout** and published it on Google Play for internal testing

○ Involved in graphic design for designing game logos, icons, and menu designs for video games

○ Prototyped dynamic and unique multiplayer **RPG board and digital games** ready for development

○ Designed map, story, and gameplay layout for an RTS franchise concept

○ Wrote 15+ pages of game narratives, gameplay scripts, and short films

Education

Conestoga College   **Kitchener, ON**

Game Design Program   *2024-Present*

○ Developed weekly game jams, improved strong rapid iteration and time management skills

○ Built multiplayer systems in Unity using **Netcode**

○ Utilized **Trello** and **GitHub** for team project management

○ Applied **UI/UX** best practices to create effective player interfaces

Waterloo Collegiate Institute   **Waterloo, ON**

Ontario Secondary School Diploma   *2019-2022*

Certificates

Coursera   **Online**

C# Programming for Unity Game Development   *2023*

Certificate Link:

○ Learned the Fundamentals of C# and Unity

Languages

English
Fluent in Writing, Reading, Speaking

Computer Skills and Tools

Programming: C#
Using Applications: Unity, Visual Studio, Playfab, Penpot
Project Planning/Management Tools: GitHub, Jira, Trello, Notion
Art & Design: Autodesk Maya, Adobe Photoshop, Illustrator, Premiere Pro
Productivity & Office Tools:: Google Workspace, Microsoft Office Suite
Online Network Platforms: Zoom, Discord, Google Meet, Teams
Video & Media: Sony Vegas Pro, Premiere Pro