

Furkan Şahin

Game Developer

Creative and detail-oriented game developer with a passion for creating engaging and innovative games with a solid user experience and game feel. Proficient in Unity and with a strong understanding of mobile game market. Skilled in implementing gameplay mechanics, designing levels, and optimizing game performance. Collaborative team player with strong communication and problem solving skills.

Experience

Game Developer Wery

03/2023 - Current

- Solo developed puzzle games with promising metrics from implementing core systems to tracking, advertisement and remote config tools
- Updated new gameplay features for ongoing soft launch games
- Created level editors for games with auto level creation features
- Contributed existing codebase with frequently used tools for improve development process
- Developed one-click UI for game prototypes

Game Developer Holonext

11/2020 - 11/2022

- Collaborated with other developers to write object-oriented, performance-optimized, and reusable gameplay systems in Unity and C# for two long-term multiplayer midcore projects named "Robo Squad" and "Hunt Heroes"
- Improved game feel using animations, particles, shader graphs, UI systems, and sound
- Developed over 50 hypercasual games with unique and challenging gameplay systems
- Proficient in Bitbucket and other version control systems
- Collaborated with publishing managers to discuss new game ideas and created detailed GDDs

Game Developer Geek Koala

09/2018 - 02/2020

- Developed over 10 hypercasual games using provided GDDs
- Designed and implemented gameplay mechanics and interactive elements for multiple games
- Participated in game design, solved design problems.

Game Developer Intern Binary Games

06/2018 - 07/2018

- Developed five hypercasual prototypes in Unity, from game design to full prototype
- Acquired a foundation in game development principles and best practices

Education

Bachelors Degree - Computer Science Kocaeli University

2017 - 2022

Other Projects

Game Development Team Leader Kocaeli University Computer Science Society

09/2020 - 06/2022

- Organized workshops, provided mentorships, and taught courses voluntarily as game development team leader

Game Jams

- GGJ Atom 2018, 2019
- Otto Game Jam 2020
- Bogazici Game Jam 2021
- Magara Jam 2023

Portfolio

<https://furkan1sahin.github.io/>

Contact Info

Email

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Phone

+90 533 235 8006

Address

Kocaeli/Turkey

Interests

- Game Feel
- Shaders and ShaderGraph
- Particle Systems & VFX
- UI
- Animations/IK
- Game Design
- Product Management

Language

English

★★★★★

Turkish

★★★★★

References

Kaan Öztürk
Design Lead

Özgür Çebi
Senior Developer

Musab Kara
Senior Developer

Umut Onel
Game Lead

*Contact info for references will be shared on request.