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
11/2020 - 11/2022

Holonext

- 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 ideas and create detailed GDDs

Game Developer
09/2018 - 02/2020

Geek Koala

- 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
06/2018 - 07/2018

Binary Games

- 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
2017 - 2022

Kocaeli University

Other Projects

Game Development Team Leader
09/2020 - 06/2022

Kocaeli University Computer Science Society

- 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

Portfolio

https://furkan1sahin.github.io/

Contact Info

Email
furkan1sahin@outlook.com
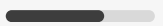
Phone
+90 533 235 8006
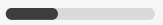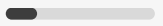
Address
Kocaeli/Turkey

Skills

Unity

C#

Blender

Adobe PS/Ai

Interests

- Game Feel
- Shaders and ShaderGraph
- Particle Systems
- UI Canvas
- Animations/IK
- Scriptable Objects
- Game Design
- Product Management

Language

English ★★★☆☆

Turkish ★★★★★