

# 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

- Developed new gameplay features for ongoing soft launch games
- Created level editors for puzzle games with auto level creation features

**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

## Portfolio

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

## Contact Info

**Email**

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**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