

Furkan Sahin

Game Developer

Contact

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Address:
Kocaeli/Turkey

Experience

Game Designer / Developer - Holonext, Istanbul

Game Designer (03/2022 to 11/2022)

- Led team of 3 to design unique gameplay mechanics and levels for 30+ hypercasual games
- Managed ideation sessions and collaborated with publishing managers to create detailed GDDs
- Developed quick solutions to design challenges and tracked ongoing projects

Game Developer (11/2020 to 05/2022)

- Collaborated with other developers to write reusable gameplay systems in Unity and C#
- Improved game feel using animations, particles, shader graphs, UI systems, and sound
- Developed 30+ hypercasual games with unique mechanics and actively participated in game design sessions

Game Developer - Geek Koala (09/2018 to 02/2020)

- Developed over 10 hypercasual games using provided GDDs
- Participated in game design and solved design problems

Game Developer Intern - Binary Games (06/2018 to 08/2018)

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

Education

Computer Engineering - Kocaeli University (2017-2022)

Other Projects

Kocaeli University Computer Engineering Society - 11/2020 to 6/2022

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

Portfolio

github link

Main Skills

Unity



C#



Blender



PS/AI



Languages

English - C1 Written / B2 Spoken
Turkish - Mother Tongue

Hobbies

- Music Production (Guitar, Drums, Ukulele)
- Photography
- Travelling, Camping
- Videogames