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   03/2023 - 12/2024
Wery
- Developed puzzle games with promising KPI's, from implementing core systems to tracking, advertisement and remote config tools
- Implemented challenging gameplay features like shader effects and jelly mechanics for improved game feel for new games and updated existing games
- Created level editors with manual or auto generation systems
- Developed custom editor tools for various needs and contributed to codebase with reusable systems

Game Developer   11/2020 - 11/2022
Holonext
- Collaborated with other developers to write object-oriented, performance-optimized, and reusable gameplay systems 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 game prototypes with unique and challenging gameplay systems
- Collaborated with publishing managers about new game ideas and created GDDs
- Involved in the development of experimental VR, AR and metaverse projects

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
- Magara Jam 2023

Portfolio

https://furkan1sahin.github.io/

Contact Info

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Address
Kocaeli/Turkey

Skills

- Unity & C#
- Shaders and ShaderGraph
- Particle Systems & VFX
- UI
- Animations/IK
- Git
- Game Design
- Blender
- Photoshop & Illustrator

Language

English - B2

Turkish - Native

References will be shared on request.