Furkan Kurt

Game Developer · Frontend Engineer · Mobile Developer

Istanbul, Türkiye

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LinkedIn: furkan-kurt-...
GitHub: github.com/furkkurt
Portfolio: kurt.cool
Indie Studio: makindAGames.xyz

PROFILE

Software Engineer developing production-grade web, mobile, and game applications. International experience, strong Linux workflow, and a focus on performance, architecture, and measurable impact.

TECH STACK

Web: AWS, Next.js, Node.js, Tailwind, (icon), Heroku, Firebase

Mobile: Flutter, Dart, Android, (icon)

Game: Unity, Godot, (icon), RPG Maker, (icon), (icon)

System: GNU, Linux, Bash, Arduino, Raspberry Pi

LANGUAGES

Turkish — Native
English — Advanced
Spanish — Elementary

EDUCATION

Fırat University

BSc – Software Engineering
Sep 2021 – Jun 2026 (Expected)

Universidad de Oviedo

Computer Science (Exchange Program)
Sep 2023 – Jul 2024

EXPERIENCE

208 Software Solutions — Frontend Developer

Dec 2025 – Present (Part-time)
- Building Flutter mobile applications
- Maintaining scalable frontend

Saksı Kampüs — Software Engineering Instructor

May 2024 – Present (Freelance)
- Teaching Automata Theory
- Delivering software engineering fundamentals

emeltek yazılım — Unity Developer

Sep 2025 – Dec 2025 (Intern)
- Developed Unity simulation software
- Built interactive 3D training

SmartMessage — Full Stack Web Developer

Aug 2025 – Sep 2025 (Intern)
- Contributed to production web application
- Integrated APIs and improved UI

Sia Teknoloji — Flutter Developer

Sep 2024 – Oct 2024 (Intern)
- Developed cross-platform mobile features

AKİL Okulları — Informatics Instructor

Jul 2023 – Sep 2023 (Seasonal)
- Taught programming fundamentals

LAYZR.GG — Frontend Web Game Developer

Apr 2023 – Sep 2023
- Developed browser game systems
- Built prototype features for Streamtopia
- Collaborated in remote international team

Twimh Games — Unity Level Editor

Oct 2022 – Feb 2023 (Part-time)
- Worked on Unity editor tooling

makinDAGames — Indie Game Developer

Jul 2020 – Present
- Developed and published mobile and web games
- Managed full development lifecycle
- Designed gameplay systems and UI

PROJECTS

libreQuiz

Multiplayer Quiz Application
Tech: Flutter · Firebase

- Real-time multiplayer quiz platform
- Room-based session architecture
- Scalable question management

TITCK Licensed Drugs Query System

Large Dataset Management Web App
Tech: Next.js · Node.js

- Query system for pharmaceutical dataset
- Implemented pagination and filtering
- Optimized dataset rendering

renazteknik.com

renazteknik.com

Tech: Astro · TailwindCSS

- Corporate website achieved 100/100 PageSpeed & SEO score
- Delivered measurable business impact
- Reference: renazteknik@gmail.com

LAYZR Dashboard

layzr.gg/dashboard

Tech: Next.js · Phaser.js

- Built interactive web game service interface

Herkesyesin

Food Delivery Platform (in progress)
Tech: Flutter · Node.js

- Multi-vendor ordering system
- Real-time order management

boutiquelavinia.com

E-commerce Platform (in progress)
Tech: Next.js · TailwindCSS

- Product management panel
- Checkout system

Open Source

Watch Later Script for QuteBrowser

github.com/furkkurt/...

- Custom automation script for Qutebrowser
- CLI workflow enhancement

Doctor's Diary

github.com/furkkurt/doctorsdiary

- Narrative-driven interactive game

qutebrowserRES

github.com/furkkurt/qutebrowserRES

- Reddit enhancement script for Qutebrowser
- Lightweight browser customization

ADDITIONAL

- Self-hosted VPS infrastructure
- Strong CLI & Linux-based workflow
- International remote collaboration experience
- Indie publishing background