

Furkan Yıldız

Game Developer

Energetic and creative game developer with a strong passion for crafting immersive experiences and a proven ability in problem-solving and teamwork. Proficient in game design principles and programming languages such as C++ and Unity, with a solid understanding of software development methodologies. Experienced in fast-paced, collaborative environments, with demonstrated skills in project management, critical thinking, and delivering high-quality outcomes. Eager to apply this diverse skill set to new challenges and contribute meaningfully in dynamic development teams.

Work History

2025-02 - 2025-02	<div>Game Developer</div> <div><i>TeduJam2025 (GameJam), Mugla, Turkey (Remote)</i></div> <ul style="list-style-type: none">Developed the game's programming and level design using C++ in Unity, and created the original game concept.Designed and implemented gameplay mechanics and interactive elements for multiple titles.Developed innovative gameplay mechanics to provide challenging and enjoyable gaming experiences.https://aralanba.itch.io/the-red-knight
2024-05 - 2024-09	<div>Sales Manager</div> <div><i>Migros, Mugla, Turkey</i></div> <ul style="list-style-type: none">Handled customer relations issues, enabling quick resolution, and client satisfaction.Increased sales revenue by developing and implementing effective sales strategies.Maintained relationships with customers and found new ones by identifying needs and offering appropriate services.Built long-lasting client relationships through excellent customer service and consistent followups.



Contact

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Skills

Coding skills
Games development
Game prototypes
Gaming design
Effective communication
Programming languages (C#, C++, Python, BluePrint)
3D modeling
Glitch and bug resolution
Troubleshooting and testing
UI and UX design proficiency

2024-03 -
2024-05

Sales Manager

LC Waikiki, Mugla, Turkey

- Handled customer relations issues, enabling quick resolution, and client satisfaction.
- Increased sales revenue by developing and implementing effective sales strategies.

2024-02 -
2024-03

Bartender

Art & Interiors Hotel, Mugla, Turkey

- Kept bar presentable and well-stocked to meet customer needs.
- Maintained a clean and organized workspace, ensuring compliance with health and safety regulations.

2023-10 -
2024-02

Coaching Assistant

Bodrum Sportif Akademi, Mugla, Turkey

- Advised head coach on discipline, performance, and other decision-making areas.
- Developed and implemented training drills to improve team cohesiveness and performance.
- Conferred with assistant coaches to determine weaknesses in current team roster and develop recruitment plans.
- Promoted good sportsmanship with competing teams on- and off-field.

Education

Expected in
2027-06

Bachelor's Degree in Digital Game Design: Digital Game Design

Mugla Sitki Kocman University - Mugla, Turkey

Expected in
2026-06

Associate Degree in Computer Programming: Computer Programming

Istanbul University - Istanbul, Turkey

Certifications

2020-02

Application Development

Project documentation

Game monetization strategies

Game mechanics design

Level design

Languages

English



Professional Working

German



Elementary

Interests

Music

Basketball

Football

Theatre