

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 -

Game Developer

2025-02

TeduJam2025 (GameJam), Mugla, Turkey (Remote)

- 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 -

Sales Manager

2024-09

Migros, Mugla, Turkey

- 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

Address

Bodrum, Mugla 48420

Phone

+905385488878

E-mail

a.furkanyildiz@outlook.com

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 -

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.

Project documentation

2024-05

Game monetization
strategies

2024-02 -

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.

Game mechanics design

2024-03

Level design

2023-10 -

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.

Languages

English



Professional Working

2024-02

German



Elementary

Education

Expected in

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

2027-06

Mugla Sitki Kocman University - Mugla, Turkey

Expected in

Associate Degree in Computer Programming: Computer Programming

2026-06

Istanbul University - Istanbul, Turkey

Interests

Music

Basketball

Football

Theatre

Certifications

2020-02

Application Development