Gökhan Tutku Çay - Software Developer & Unity Specialist

(TR) Türkçe Portfolyom burada!

PERSONAL INFORMATION

- **Name:** Gökhan Tutku Çay
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- **GitHub:** [@gkhanC](#)

VISION FOR CONTRIBUTING TO A COMPANY

When joining a new company, I can make significant contributions in the following areas:

- **Game Mechanics and Optimization:** With my experience in designing and implementing complex game mechanics, I can ensure the success of projects in terms of both technical quality and user experience.
- **Team Leadership:** My background in project management and team leadership enables me to effectively guide teams and provide the necessary support to achieve goals.
- **Mobile Game Performance:** My expertise in optimization for mobile platforms gives me an advantage in developing high-performance and efficient games.
- **Innovative Solutions:** My creative problem-solving skills in game development allow me to deliver effective and original solutions when faced with challenges.
- **Industry Standards and Technological Developments:** I stay updated on the latest technological advancements, enabling me to integrate modern and innovative approaches into projects.

CAREER SUMMARY

With over 10 years of experience in game development and software, I have worked on various platforms ranging from mobile games to RPG projects. My deep knowledge of the Unity engine allows me to combine my technical skills with creativity to deliver successful projects. I also have extensive experience in roles such as team leadership and project management.

TECHNICAL SKILLS

Programming Languages:

- C#, C++, C
- ASP.NET
- NodeJS
- HTML

Frameworks and Technologies:

- Unity
- MVC
- AngularJS

Specializations:

- Backend Development
- Game Mechanics Design
- Mobile Game Optimization
- Real-Time Economy System Design

EXPERIENCE

Game Facto *(2022 - Present)*

- **Position:** Senior Game Developer
- **Responsibilities:**
    - Designed and optimized game mechanics for various projects.
    - Led the team by creating prototypes and providing guidance.

Dark Zone *(2021 - 2022)*

- **Positions:**
    - Senior Game Developer
    - Team Leader
    - Project Manager
- **Responsibilities:**
    - Managed development teams and implemented high-quality game designs.
    - Ensured timely delivery of projects by utilizing resources efficiently.

Satori Game *(2019 - 2021)*

- **Position:** Game Developer
- **Responsibilities:**
    - Created and optimized hyper-casual game prototypes.
    - Developed in-game dynamics.

PROJECTS

Real-Time Economy Mechanic for RPG Game

- Designed an in-game economy system for an indie RPG project in 2016.
- Objective: Ensure fair competition among players and prevent item inflation.
- Implemented a mechanic based on differential equations to calculate in real time.

Hyper Casual Mobile Games

- Analyzed the expectations of mobile players and developed prototypes focused on "feeling" and "juiciness."
- Developed mechanics such as:
    - Raymarching, texture painting, runner/swerve
    - Various puzzle mechanics
- Provided performance optimization and mentorship within the team.

Project Management and Team Leadership

- Designed games and guided development teams.
- Delivered innovative prototypes and projects with commercial success.

EDUCATION

- **Gaziantep University** *(2010 - Graduation Year Not Specified)*
    - Took the first steps in software development.

PORTFOLIO AND RESOURCES

- **CV:** View
- **GitHub Project Repository:** Portfolio
- **LinkedIn Posts:** View

VISION AND GOALS

To utilize my knowledge and creativity in game development to create innovative, entertaining, and successful projects. To guide teams and deliver solutions that aim for excellence on both individual and team levels.

SUMMARY

As Gökhan Tutku Çay, I believe I can make a difference with my expertise in software and game development, as well as my technical and leadership skills. I am ready to continue achieving success in this industry with my projects and experiences.