Gökhan Tutku Çay

Software Developer

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Who am I

Hi there! My name is Gökhan and I am a software developer. I have been actively developing since my high school years and my professional development journey began when I entered Gaziantep University in 2010. Since then, I have been developing with Unity and also worked as a professional backend developer for a long time. In 2015, while working as a backend developer at Güney Lab, I became interested in web technologies. Throughout this process, I continued to develop in the Unity and game development field. In 2018, I made the decision to make game development my professional focus as it is my passion. I started my first game studio experience.

Career Summary For Unity

I am a talented Unity developer with a passion for creating interactive and engaging gaming experiences. With 10 years of experience in game development, I have a strong understanding of Unity's tools and technologies, and have developed a range of applications from mobile games to RPG experiences. I have a strong background in backend development, game design, and game development, and have a proven track record of delivering projects on time and within budget. I am always eager to learn new techniques and stay updated on the latest industry developments. With my technical skills and creative problem-solving abilities, I am confident in my ability to create interesting and successful games and experiences with Unity.

I have had the opportunity to design and implement various mechanics and solve problems during my 10 years of experience. For example, in 2016, I designed the in-game macro economy dynamics for an indie RPG project. The objective of this mechanic was to balance the drop rate and NPC sales cost in real-time to maintain the in-game economy at a certain level of difficulty, balance competition among players, and prevent item inflation. I implemented a configurable and scalable economy mechanic derived from the differential population equation. The mechanic I designed performed well and met expectations in real-time, but the project was cancelled despite its success.

During the next period, I focused on mobile game development, analyzing the expectations of mobile players, and focusing on the concepts of feeling and juiciness in mobile games. I produced prototypes for almost all hyper casual game mechanics, including many different puzzle mechanics, such as raymarching, texture painting, runner/swerve, etc. I optimized and improved the performance of the prototypes I produced and provided mentorship in various settings.

I created game design, analyzed it, directed project and led a team. I produced prototypes.

Professional Experiences

Satori Game [2019]
Game Developer

Dark Zone [2021]
Senior Game Developer
Team Leader
Project Manager

Game Facto [2022]
Senior Game Developer

Professional Skills

Coding Languages:
C#, ASP.NET, C++, C, NodeJS, HTML

Frameworks/Systems:
MVC, AngularJS, Unity

CV:
https://github.com/gkhanC/gkhanC/blob/master/CV2022.pdf

Sample Repo:
https://github.com/gkhanC/Portfolyo

I created sample projects.

https://www.linkedin.com/posts/gkhantutkucay_geli%C5%9Ftirirken-en-keyif-ald%C4%B1%C4%9F%C4%B1m-projeler-activity-6987415365421010944-ZAhy?utm_source=share&utm_medium=member_desktop