

FURKAN GÖK

GAME DEVELOPER



Adana, Türkiye



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EDUCATION

COMPUTER PROGRAMMING

GAZIANTEP UNIVERSITY
2023

SKILLS

- Unity
- C#
- Git
- OOP
- SOLID
- Events
- Design Patterns
- ScriptableObject
- Optimization
- SDK integration
- Harmonious Naming Conventions
- Problem solving and analytical thinking
- Communication and teamwork

LANGUAGES

Turkish

English

ABOUT ME

- As a Unity developer, I consistently engage with the latest trends and innovations in game development. I acquire new skills and put effort into enhancing projects. With analytical abilities and problem-solving skills, I swiftly resolve complex code issues and take necessary steps to optimize game performance.

My adaptable nature enables seamless integration into collaborative environments. My inclination towards teamwork and effective communication with teammates becomes evident. I firmly believe that the success of each project lies in the amalgamation of diverse perspectives and strengths of everyone involved.

WORK EXPERIENCE

GAME DEVELOPER | JUN 2023 - DEC 2023

LECTEN, GERMANY

I contributed to advanced hypercasual projects during my tenure at Lecten Company, I have spearheaded the development of 12 hyper-casual projects.

In addition, I undertook responsibilities that included both SDK integrations and level design, showcasing a diverse and comprehensive skill set.

GAME DEVELOPER | NOV 2021 - APR 2023

HELIKANON, GAZIANTEP

I entered the industry by joining Helikannon Company, building my foundation with the guidance of seasoned developers in the field.

I have spearheaded the development of 8 hyper-casual projects, culminating in the successful implementation of a free mode within the casual car parking game.

LINKS

LinkedIn:
<http://linkedin.com/in/gokfurkan>

Portfolio:
<https://gokfurkan.github.io/furkan.github.io/>