

FURKAN GÖK

GAME DEVELOPER



Adana, Türkiye



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EDUCATION

COMPUTER PROGRAMMING

GAZIANTEP UNIVERSITY
2023

ABOUT ME

- He's a Unity developer passionate about gaming, always up-to-date with industry trends. With strong analytical and problem-solving skills, he optimizes game performance efficiently. His adaptability shines in collaborative environments, valuing teamwork and effective communication. He's developed 30+ mobile games, published over 20 on platforms like Play Store and App Store, and contributed to a computer game on Steam.

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

WORK EXPERIENCE

GAME DEVELOPER | MAR 2024 - MAY 2024

LAGARI, ADANA

I worked on various project-based assignments at Lagari Company. My responsibilities included developing and publishing a computer game demo on Steam and releasing several mobile games on the Play Store.

GAME DEVELOPER | JUN 2023 - JAN 2024

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

Linktree:
<https://linktr.ee/furkangok>