

Furkan Gök

furkangok.contact@gmail.com | +905314957905 | <https://linktr.ee/furkangok>

About Me

As a Unity developer with a passion for gaming, he keeps up with the latest industry trends. He's skilled at analyzing problems and improving game performance to create smooth and enjoyable experiences. He works well in teams and values clear communication and shared success. He has developed over 30 hyper-casual mobile games, with more than 20 published on platforms like the Play Store and App Store. He also played a key role in making a car parking game and helped with a successful computer game on Steam. His experience includes designing game mechanics, integrating SDKs, debugging, and improving games based on user feedback.

Education

Gaziantep University

Computer Programming | Gaziantep, Türkiye | Sep 2021 - Jun 2023

Experience

Lagari

Game Developer | Adana, Türkiye (Hybrid) | Mar 2024 - Sep 2024

Developed a parkour game similar to "Only Up," which was successfully launched on Steam. Led the development process for mobile platforms, ensuring the game was optimized and prepared for release on the Play Store. Responsibilities included designing game mechanics, implementing performance enhancements, and managing platform-specific requirements for both desktop and mobile versions.

Lecten

Game Developer | Germany (Remote) | Jun 2023 - Jan 2024

Developed over 15 hyper-casual games. Responsibilities included designing game mechanics, optimizing performance, and integrating various SDKs, including advertising, remote configuration, and others. Actively involved in debugging, enhancing games based on user feedback, and ensuring the seamless integration of third-party tools.

Helikanon

Game Developer | Gaziantep, Türkiye (On-Site) | Nov 2021 - Apr 2023

Developed over 10 hyper-casual games. Responsibilities included designing game mechanics, optimizing performance, and integrating various SDKs, including advertising, remote configuration, and others. Played a key role in developing a car parking game. Actively involved in debugging, enhancing games based on user feedback, and ensuring the seamless integration of third-party tools.

Skills

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

Languages

Turkish Native or bilingual proficiency

English Professional working proficiency