

MEHMET YANIK

- Istanbul/Beyoglu
- +90 537 962 90 62
- [My Website](#)
- mehmetyaanik@gmail.com
- [LinkedIn](#)
- [GitHub](#)

SUMMARY

Unity and C# developer experienced in game architecture, rapid prototyping, and performance optimization. Contributed to mobile game development for publishers, building scalable systems and reusable tools to accelerate iteration and testing cycles.

WORK EXPERIENCE

Game Developer - Hooligan Games Nov 2024 - Present

- Developed reusable libraries and tools for rapid prototyping.
- Worked on gameplay systems, balancing, and analytics-focused iteration.
- Used tools and technologies like Odin and UniTask to structure scalable and flexible Unity projects.
- Participated in publishing-focused prototyping; contributed to two playable prototypes, one of which underwent testing.

Unity Instructor - Kodland Feb 2024 - Aug 2024

- Taught Unity game development to students aged 13–17.
- Delivered project-based lessons to enhance students' technical and creative skills.
- Improved classroom engagement and adapted curriculum to individual learning levels.

Game Developer Intern – Midpoly Games Nov 2023 - Jan 2024

- Contributed to the production of hyper-casual puzzle games.
- Participated in development and iteration processes within a studio team.
- Helped accelerate prototyping in a collaborative environment.

EDUCATION

Bachelor's Degree in Digital Game Design - 3,34 / 4 2021 - 2025

Istanbul Aydin University

ADDITIONAL INFORMATION

- **Technical Skills:** Unity (C#) Game Programming, Git Version Control, Optimized CPU/GPU Code Writing, SOLID Principles and Game Architecture, Design Patterns (Reusable Code, Modular Systems)
- **Soft Skills:** Teamwork, Problem Solving, Time Management
- **Languages:** Turkish(Native), English(Limited Working Proficiency)