



Mert Şeker

Game Developer | Ex-Control Systems Design Engineer

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Portfolio: <https://mertsekerunity.github.io/Portfolio/>

Aspiring Game Developer with 5+ years of experience in robotics, simulation, and real-time control systems. Strong background in Python, C#, Unity, and algorithm design. Currently transitioning into game development, building projects with Unity and pursuing advanced gameplay and systems programming. Eager to apply engineering and creative problem-solving to interactive and immersive experiences.



Skills

- Game Dev - C# ● ● ● ● ●
- Game Dev - Unity ● ● ● ● ●
- Engineering - Python ● ● ● ● ●
- Engineering - MATLAB ● ● ● ● ●
- Engineering - ROS ● ● ● ● ●
- Engineering - Simulink ● ● ● ● ●
- Engineering - Motion Planning ● ● ● ● ●
- Engineering - Control Theory ● ● ● ● ●
- Tools - Git ● ● ● ● ●
- Tools - Jira ● ● ● ● ●
- Tools - Docker ● ● ● ● ●



Work history

2024-12 - Current

Personal & Collaborative Game Projects

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- Turn-Based Stock Market Board Game (Unity, C#) -Designed and implemented a 2.5D turn-based strategy game using Unity and C# - Implemented multiplayer features using Mirror - Created dynamic UI, stock price simulation, and game logic with ScriptableObjects and event systems
- Action RPG (Unity, C#) - Designed and implemented a 2.5D action rpg using Unity and C# - Orbs and related skill craft mechanism logic implemented with ScriptableObjects- Enemies and quest track system implemented
- Zombie Survival Game (Unity, C#) - Designed and implemented a 3D post apocalyptic zombie survival using Unity and C# - Several guns and firing logic implemented - Zombie track logic and related animations implemented.

2019-01 - 2024-02

Control Systems Engineer

ASELSAN A.Ş., Ankara

- Developed real-time drive systems for robotic weapon platforms, focusing on stability, feedback loops, and precision — concepts also critical in gameplay physics and animation controllers
- Led component selection, system modeling, and control design using MATLAB/Simulink — developed strong skills in systems thinking and iterative tuning, similar to balancing gameplay and tuning game mechanics
- Created and simulated motion planning algorithms in ROS 2 and Gazebo using Python, building experience with state machines and real-time simulation — directly transferable to AI behavior and gameplay logic
- Frequently worked within physics-based simulations and time-step loops — built intuition for managing real-time constraints, debugging complex systems, and optimizing performance, aligning well with game engine development like Unity

2018-07 - 2019-01

Electrical and Electronics Engineering

Otonom Teknoloji Robotics, Electronics & Software, Ankara

- Participated in the design and analysis of embedded systems and PCB layouts, improving my ability to handle real-time signals and low-level logic — relevant for understanding game engine hardware abstraction and optimization
- Designed custom circuit boards for robotic systems, gaining cross-functional experience with hardware-software integration — beneficial for understanding system architecture and Unity's component-based design



Education

2025-03

- **Bootcamp: Game Development With Unity And C#**

Barcelona Code School - Barcelona

2023-06

- **Master of Science: Mechanical Engineering System Dynamics And Control**

Istanbul Technical University - Istanbul

Thesis title "Optimizing Dynamic Window Approach for Autonomous Robots Using Deep Neural Networks"

2017-06

- **Bachelor of Science: Electrical And Electronics Engineering**

Middle East Technical University - Ankara



Languages

- Turkish

●●●●●●●●
Native or Bilingual

- English

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Full Professional

- German

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Limited Working

- Spanish

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Limited Working



Interests

- Fitness & Calisthenics
- Strategy Games (Bridge, Chess)
- Board Game & Design
- Video games
- Dart



References

- Reference at your disposal