📍 Ankara

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in LinkedIn - Umit Numan Duman

⌨ Github - Umit Numan Duman

🌐 Portfolio

EDUCATION

● **Alaaddin Keykubat University**
Bachelor of Science in Computer Engineering
2018 - 2024 - 3,34 GPA

● **Necmettin Erbakan University**
Master of Science in Computer Engineering
2024 - Present

CAPABILITIES

- C / C++/ C#/ Python
- Unreal Engine
- Godot
- Unity
- AWS / Photon / MongoDB / Node.js

LANGUAGES

- Turkish - Mother Tongue
- English - B2+

REFERENCES

Caner Kurt
AnkA Interactive / CEO
Email : trooper@ankainteractive.com

Özge Öztimur Karadağ
Alanya Alaaddin Keykubat University / Academician
Email : ozge.karadag@alanya.edu.tr

Ruhat Bilal Bilici
Welfish Studio / CEO
Email : ruhatbilalbilici@gmail.com

Muhammed Esad Alacahan
Welfish Studio / Lead Game Developer
Email : esadalacahan@welfish.net

Umit Numan Duman
Computer Engineer

PROFILE

Born in Samsun, I've always been passionate about games and technology. As a gamer, developer, and athlete, I strive for constant self-improvement. I'm also curious about fields like history, geography, and science, often thinking through problems like a programmer—step by step, like pseudocode.
Game development has become my creative and analytical outlet. I started with the Godot engine and now primarily use Unreal Engine, with strong experience in Unity as well. Throughout my work, I focus on applying SOLID principles and object-oriented programming (OOP) to create scalable and maintainable solutions. I enjoy coding, designing mechanics and levels, and approaching each project with originality.
I've contributed to academic and professional projects, including my thesis game Revenge: The Dagger using image processing, the Shahmaran project at AnkA Interactive, and cross-platform development with AI systems at Welfish Studio. I'm always excited to learn and grow in the world of interactive technologies.

WORK EXPERIENCE

AnkA Interactive | Game Developer
2023 - 2024

At AnkA Interactive, I worked on SHAHMARAN as a gameplay programmer using Unreal Engine (C++). I implemented core game mechanics, optimized performance through memory and draw call management, and ensured fluid user interaction. I contributed to UI system integration with Blueprints, designed environmental interactions, and handled mobile-specific adaptations including input handling and resolution scaling.

Welfish Studio | Game Developer
2024 - 2025

At Welfish Studio, I contributed to cross-platform game development (PlayStation 5, WebGL, VR) using Unity and Unreal Engine. I worked on performance-optimized VR environments, physics-based gameplay systems, and custom multiplayer databases. I also implemented AI behaviors, handled platform-specific deployment, and used version control tools in fast-paced, collaborative workflows.

PROJECTS

REVENGE: THE DAGGER
Revenge: The Dagger – Side-scrolling puzzle game developed in Unreal Engine as a university thesis. I handled level design and implemented core gameplay elements including environmental interactions, traps, puzzles, firearms, and dialogue systems. I also integrated image processing techniques to enhance visual feedback and interaction.

SHAHMARAN
In the Shahmaran project, a hyper-casual video game, I served as a C++ Unreal Engine Game Developer. In this role, I implemented game mechanics, programmed the graphical user interface, and integrated sound. Additionally, I was involved in the process of adapting the game for MacOS and IOS platforms .

TOYS BRAWL
Toys Brawl – 3D local co-op, physics-based shooter with rogue-lite elements developed in Unity. I implemented ragdoll character movements, weapon systems, and damage mechanics (both dealing and receiving damage). I also developed player upgrade systems, designed UI/UX, and worked on material interactions, ensuring smooth gameplay while leveraging the game's physics-driven mechanics.

EVIL MAGIC ARENA
Evil Magic Arena – 2D multiplayer game developed in Unity. I integrated AWS for data management, implemented user registration/login systems, and designed messaging features (public and private). I developed a friend-adding system, created interactive panels, and handled user data updates after duels/events, ensuring smooth multiplayer interaction and personalized in-game experiences.

RUST & ROOTS
In Rust & Roots, I primarily worked on enemy and NPC AI, designing intelligent behaviors to enhance gameplay. I also implemented UI/UX features, character and enemy animations, and integrated drone and clairvoyance mechanics. Additionally, I handled level transitions and mission matching, ensuring smooth progression in this dark, strategic top-down shooter set in a post-apocalyptic world.

CATPOCALYPSE
Catapocalypse is a mobile game that offers players a hyper-casual experience with rogue-lite mechanics and customizable features. The game is designed with an endless loop structure and developed entirely using our own assets, providing a fun and engaging experience for users.

EKOCIN
Ekocin is an educational game developed for middle school students as part of a TÜBİTAK project at Bolu Abant İzzet Baysal University. In collaboration with Halil İbrahim Özdemir, we focused on teaching children the importance of environmental conservation and sustainability. I contributed to all game mechanics in this project, which was developed using Unity. Additionally, we implemented a connection system using Node.js and MongoDB, allowing teachers to monitor students' progress within the game.

TINY SIEGE
Tiny Siege is a 2D RTS game developed within five days as part of a case study project. During this project, I focused on applying SOLID principles and object-oriented programming (OOP), with an emphasis on mobile optimization. The game was developed using Unity, and I learned a lot during the process. We are now working on adding more gamification elements to enhance the experience.