

# Ömer Faruk Gözübüyük

Istanbul - Türkiye | [LinkedIn](#) | [Portfolio](#) | [Github](#) | [Asset store page](#) | [Youtube Channel](#) | [omerfarukgozubuyuk34@gmail.com](mailto:omerfarukgozubuyuk34@gmail.com)

## **Game Developer & Tool Developer**

I started programming at the age of 12 with C++. Later, I worked on web, mobile, and desktop development. I have 5 years of experience in the game industry, focusing on Unity and C#. I love to learn and teach.

### **CORE PROFICIENCIES & SKILLS**

- |         |   |                                       |
|---------|---|---------------------------------------|
| ▪ C#    | ▪ Leadership  | ▪ Turkish (Native)                    |
| ▪ Unity | ▪ Tool Programming                                    | ▪ English                             |
| ▪ Git   | ▪ 100+ Mobile Projects:<br>Contributed to and Shipped | ▪ CPU, GPU and Memory<br>Optimization |

### **PROFESSIONAL EXPERIENCE**

**Oxo Games**— Istanbul, Türkiye

**August 2020 – Present**

Team Lead Game Developer & Tool Developer

- Gained experience in handling 4 Soft Launch and 2 Launch stages of mobile games.
- Developed and maintained multiple tools for developers, art team, and design team, resulting in efficiency improvements of over 100% in most cases.
- Tracked and analyzed performance metrics, resulting in project efficiency increases ranging between 5% and 30%, and provided detailed reports that informed critical decisions.
- Managed the publication process for mobile games across multiple platforms, including Android and iOS, ensuring timely releases and adherence to platform-specific requirements.
- Overseeing the core project structure and ensuring smooth development progress.
- Led and guided the team towards achieving project goals effectively, provided training sessions to enhance team skills, mentored team members to develop their professional growth, and implemented strategies that significantly improved overall team efficiency and performance.
- Identified and implemented tools, including third-party solutions, to streamline workflows and improve overall efficiency, resulting in measurable productivity gains across the team.
- Played a key role in the development and release of approximately 120 mobile games, contributing to various aspects of game production across multiple platforms.
- Contributed to game design processes, providing insights and recommendations that enhanced gameplay mechanics and overall player engagement.

**Ruce Social**— Istanbul, Türkiye

**May 2019 – Present**

Game Developer (My own venture)

- Developed mobile games and tools to enhance user experience, created content on YouTube related to game development, produced and sold assets on the Unity Asset Store, and provided expert solutions through freelance projects to meet specific game development needs.

**Handicraft Lamps** — Istanbul, Türkiye

**June 2019 – September 2019**

Search Engine Optimization Specialist

- Implemented internal and external SEO strategies to significantly improve the website's ranking on Google search engine, successfully elevating several keywords from the 3rd and 4th pages to the 1st page. Additionally, made on-site changes to enhance user experience.

**Freelance-** Istanbul, Turkiye

**May 2017 – May 2019**

Web Developer

- Leveraged extensive experience as a full stack web developer to create numerous websites for clients, handling both front-end and back-end development, and successfully launched several personal projects.

References Available Upon Request