

# Çağatay Koç Intermediate Game Developer

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## Professional Experience

11/2021 – 12/2022

Samsun, Türkiye

### Junior Game Developer

Lebleby Games

- Published multiple mobile games available on Android and IOS platforms
- Participated in full game development lifecycle from concept to release
- Developed efficient code structures to improve gameplay mechanics

05/2021 – 07/2021

Antalya, Türkiye

### Intern

Pyro Game Academy

- Learned fundamentals of game development.
- Gained experience in Unity game engine and C# programming.

02/2023 – 01/2024

İstanbul, Türkiye

### Game Developer

Midpoly Games

- Gained extensive experience in optimization techniques for mobile game performance
- Mastered the Android/iOS development pipeline for game deployment
- Contributed to multiple game releases with positive user feedback

03/2024 – present

Antalya, Türkiye

### Intermediate Game Developer

Sharaido Games

- Developed and launched a demo game for Steam platform
- Implemented optimization techniques for improved performance across multiple platforms
- Developed intricate game systems and mechanics for increased player engagement

## Education

07/2015 – 05/2021

Eskişehir, Türkiye

### Bachelor's Degree

Eskişehir Technical University

## Skills

Unity Game Engine



C# Programming



Problem-Solving



Mobile Development



Pc Game Development



API Integration



Firebase/MYSQL



MVVM/MVC



In-App Purchases



HTML/CSS



Version Control



Algorithms



Optimization



Object Oriented Programming



## Languages

• English

• Turkish