

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 of Computer Science

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