

# FURKAN DÖNMEZYÜREK

Unity Game Developer

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## SUMMARY

I am a dedicated junior unity game developer passionate about bringing creative ideas to life and specializing in developing interactive, immersive game experiences. Committed to innovation and continuous improvement, I am eager to contribute to challenging projects.

## WORK EXPERIENCE

### Game Developer Intern, UDO Games Jun 2025 – Aug 2025

- Actively participated in mobile game development processes using the Unity engine, contributing to the development and release of the game CapybaraSort.
- Assumed responsibility for the design, programming, and implementation of the game's core loop mechanics.
- Effectively utilized Jira for task tracking, sprint planning, and issue management within an Agile development framework.
- Leveraged Miro for collaborative team brainstorming, game design discussions, and workflow visualization.
- Used GitHub for version control, managing code repositories, and seamless team collaboration on the project codebase.
- Assisted in identifying, debugging, and resolving bugs, and contributed to performance optimization efforts.

## PROJECTS

### Capybara Sort 2025

- Developed a hyper-casual mobile game merging a 'sorting' puzzle core loop with an 'idle' village-building meta-game. Implemented AI behaviors for special units using a Decision Tree and created a custom Unity Editor tool for efficient level design.
- Technologies:** Unity, C#, Hyper-Casual, Mobile Development, AI (Decision Tree), Unity Editor Tools

### BiandaEarth: Asteroid Impact Simulator 2025

- Developed a data-driven risk analysis platform in Unity to simulate and model the real-time consequences of an asteroid impact, calculating metrics for economic, physical, and seismic damage.
- Technologies:** Unity, C#, Simulation, Data Modeling, Risk Analysis, WebGL
- Demo at:** biandaeath.web.app

### Project-H 2025

- Developing a 3D multiplayer, team-based Third-Person Shooter (TPS). Implementing a strategic 'dash' mechanic and complex character locomotion using Unity's Blend Tree for fluid animations.
- Technologies:** Unity, C#, Multiplayer (Networking), Third-Person Shooter (TPS), Animation (Blend Tree)

- Troya** 2024
- Acted as Developer Lead in an Agile environment for a 3D multiplayer social deduction game. Programmed dynamic, interactive AI NPCs that provide non-static, probability-based answers to player interrogations.
  - **Technologies:** Unity, C#, Multiplayer, Artificial Intelligence (AI), Agile Methodology, Game Design
- Unexpected Hero** 2024
- Programmed a 2D medieval-themed action game featuring fluid player movement with a core 'dash' mechanic, diverse enemy AI, and a challenging, multi-stage boss encounter.
  - **Technologies:** Unity, C#, Game Mechanics, Level Design, Boss Fights
- Captan Uncle** 2023
- Developed a 2D action-platformer pirate game deployed for WebGL, featuring various enemy types and a complex, multi-stage dynamic boss fight.
  - **Technologies:** Unity, C#, WebGL, Level Design, Git
  - **Playable at:** kaptan-dayi.web.app
- Time Shifter** 2022
- Engineered a 2D story-driven action game centered on a time-shifting mechanic, allowing the player to switch between character ages (child, adult, elderly) to solve platforming puzzles and combat AI-driven enemies.
  - **Technologies:** Unity, C#, Artificial Intelligence (AI), Git, Game Mechanics
- Escape From Mom** 2021
- Developed a hyper-casual endless runner featuring core jump/glide mechanics and procedurally generated levels to ensure unique gameplay sessions.
  - **Technologies:** Unity, C#, Procedural Generation, Game Design

**EDUCATION** **Karadeniz Technical University** **2023 – Present**

**CERTIFICATES** **Google Game and App Academy** **2024**

**Google Project Management** **2024**

**TECHNICAL SKILLS**

**Programming & Game Engine**

- Programming Language: C#
- Game Engine: Unity (Proficient in 3D, 2D, Mobile & WebGL development)

**Core Game Development**

- Gameplay Programming: (Core loop, player mechanics, dash, time manipulation)
- Artificial Intelligence (AI): NPC behaviors, Decision Trees, dynamic dialogue systems.
- Animation Systems: Unity Blend Tree, 2D/3D animation integration.
- Level Design: Procedural Generation, platformer and puzzle level design.
- Game Genres: Hyper-Casual, Action (TPS/Platformer), Social Deduction, Puzzle.
- Multiplayer: Photon (PUN 2), Unity Netcode for GameObjects (NGO), Unity Relay

**Tools, Methodologies & Technical Skills**

- Version Control: Git, GitHub
- Project Management: Agile, Jira, Miro
- Additional Skills: Unity Editor Tool Development, Simulation