

FURKAN YÜKSEL

Game Developer / Software Engineer

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Summary

Passionate and self-motivated Software Engineer with a solid background in Computer Engineering. Experienced in designing and developing games with a strong focus on gameplay mechanics, performance optimization and clean architecture. Proficient in Unity (C#), game logic design, and version control.

Experience

Virtual Projects

Game Developer | Sep 2023 – Currently

- Developing hyper-casual mobile games in Unity.
- Implementing new patterns, game architectures, and algorithms.
- Exploring and integrating DI frameworks such as Zenject.

Fiber Games

Game Developer Intern | June 2022 – May 2023

- Designed and implemented new game mechanics and level designs for hyper-casual games.
- Contributed to R&D efforts by prototyping core mechanics for future projects.
- Produced CPI videos to support marketing efforts.
- Developed a custom tool (Fiber Panel) to manage game design assets.

E-Açık Kaynak

Co-Founder and Mentoring Project Leader | Nov 2020 – Aug 2021

- Led a mentorship initiative in partnership with university clubs.
 - Interviewed engineers from top defense companies and shared insights with students.
 - Produced educational C# video tutorials aligned with the university curriculum
- Led a mentorship initiative in partnership with university clubs.

DSC YTU

Software Team Coordinator | June 2020 – Aug 2021

- Organized technical training sessions and workshops.
- Coordinated the team after the club was selected for Google DSC membership.

Backdevs

Co-Founder | May 2018 – Feb 2020

- Developed backend systems and corporate websites using PHP (CodeIgniter).
- Created custom admin panels for businesses and automated invoicing.
- Provided email & hosting services to SMEs.

Skills

Game Engines: Unity (Advanced), Godot (Pre-intermediate)

Languages: C#, Java, Python, PHP, JavaScript

Frameworks / Tools: Zenject, CodeIgniter, Git, OpenCV

Databases: MSSQL, MySQL, SQLite

Education

Yıldız Technical University (2019 - 2023)

- Bachelor's Degree, Computer Engineering
 - Foreign Language Education, B1 English (Half Year)

Certificates

Unithon Engineering'22 | Peak Games

- Selected for Peak Games' hackathon focused on Toon Blast.
- Tasked with implementing missing gameplay modules using OOP techniques.

Portfolio

- [Youtube Portfolio](#) (It contains short videos from the games I've developed.)
- [Portfolio](#)