Ata Akdemir *Game Developer*

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SUMMARY

Recent Digital Game Design graduate specialized in Unity and C#, with hands-on experience in gameplay programming, AI, and system design through internships, academic projects and game jams.

PROFESSIONAL EXPERIENCE

Game Developer, Internship, *Udo Games* 07/2025 – 08/2025
Developed gameplay systems in Unity (C#) for a tower defense prototype, including a modular skill and resource system. Designed reusable gameplay architecture using the Template Method design pattern and OOP principles. Implemented projectile-based abilities, mana management, and skill rotation mechanics.

Game Developer, *Genarion* 06/2025 – 07/2025
Developed player movement mechanics in Unity using C#, Rigidbody physics and collision systems. Implemented animation state machines using Unity Animator, integrating movement and combat animations for responsive gameplay.

Software Developer, Internship, *Talya Bilişim* 07/2024 – 08/2024
Designed and implemented a monitoring and observability pipeline for Windows systems using Prometheus, PromQL and Grafana. Created alert rules, dashboards and performance metrics to monitor system health and automate incident detection.

EDUCATION

Bachelor's degree, Digital Game Design, 2022 – 2026
Muğla Sıtkı Koçman University, Bodrum Faculty of Fine Arts

PROJECTS

Arcadia 10/2025 – 04/2026
- Architected a reactive gameplay framework where 35+ decoupled systems communicate through a custom GameAction pipeline, enabling scalable and reusable combat mechanics.
- Developed a data-driven card framework with ScriptableObjects, reusable effects, triggers, and elemental synergies.
- Built systems including procedural maps, crafting, inventory, rewards, and enemy AI.
- Designed and balanced all gameplay systems as the sole programmer and game designer.

Fast & Murderous 02/2024 – 04/2025
- Developed a Rigidbody-based first-person controller.
- Implemented NavMesh AI with patrol, chase, and attack behaviors for melee and ranged enemies.
- Built weapon inventory, pickup, and switching systems supporting multiple weapon types.
- Designed scene transitions, progression systems, and animation logic using Unity Animator and animation events.
- Owned the core gameplay programming including player systems, enemy AI, weapons, and gameplay flow.

Hindenburg's Mystery 10/2023 – 01/2024
- Designed and developed the core investigation gameplay loop using Unity (C#) and persistent game state management.
- Built a data-driven branching dialogue system with ScriptableObjects, typewriter effects, and reusable interaction systems.
- Implemented deduction mechanics, scene transitions, and player progression across interconnected levels.
- Developed reusable gameplay systems including GameManager, dialogue, inventory, and NPC interaction architecture.
- Contributed to game design, narrative structure, and worldbuilding.

SKILLS

- Unity
- C# - OOP
- Git - Version Control
- Game Design
- System Design
- Project Management
- Adobe Premiere Pro
- KPI

LANGUAGES

- Turkish (Native)
- English