



Samet Gürtuna

Date of birth: 07/05/2004 | **Nationality:** Turkish | **Gender:** Male | **Address:** Türkiye (Home)

EDUCATION & TRAINING

21/09/2024 - Current - ISTANBUL, TÜRKİYE

BACHELOR OF ARTS IN DIGITAL GAME DESIGN- HALIC UNIVERSITY

Game Development & Programming: Advanced gameplay programming, object-oriented programming (OOP), script architecture, and systems development for video games.

Game Engines: Hands-on experience in implementing game mechanics, physics, and UI systems using industry-standard game engines (Unity/C# and Unreal Engine/C++).

Game Design Foundations: Mechanics, dynamics, and aesthetics (MDA) framework, level design, pacing, and player retention strategies.

Cognitive Science & UX in Games: Understanding player psychology, managing cognitive load, and human-computer interaction (HCI) to optimize user experience (UX).

Agile Methodology & Collaboration: Working within multi-disciplinary teams in rapid development environments, hackathons, and game jams using version control systems (Git).

Level in EQF: 6

WORK EXPERIENCE

01/07/2026 - 26/08/2026 - ISTANBUL, TÜRKİYE

GAME DEVELOPER INTERNHI-FIVE GAMES

Assisting in the development of core software/gameplay systems using C#.

Optimizing code architectures to improve user interaction, response latency, and system performance.

Collaborating with design teams to translate complex interaction mechanics into clean, maintainable code.

20/06/2023 - CURRENT - ISTANBUL, TÜRKİYE

INDIE GAME DEVELOPERAQUILA GAMES (INDEPENDENT DEVELOPMENT GROUP)

Developed and refactored core gameplay systems and user interaction mechanics using Unity (C#)

Designed responsive user experience (UX) workflows by translating complex game design documents into stable, optimized technical mechanics.

Profiled and optimized memory usage and frame-rate performance to ensure fluid feedback loops and minimize player cognitive fatigue.

12/05/2023 - 21/06/2024 - ISTANBUL, TÜRKİYE

SOFTWARE DEVELOPERMDT YAZILIM

Assisting in the engineering and implementation of backend/frontend software systems using C# and .NET frameworks.

Optimizing algorithmic processes to reduce computation time and enhance human-system interaction latency.

Collaborating with senior developers to conduct code reviews, debug existing software solutions, and implement maintainable code structures.

SKILLS

Git | GitHub | Visual Studio | Trello | Jira | JavaScript | C# | Python (computer programming) | C++ | SQL | Unity (digital game creation systems) | Unreal Engine | .NET / .NET Core / .NET Framework

LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

Other language(s): **ENGLISH | ITALIAN**