

CONTACT

- 📞 +90 533 143 8013
- ✉ can.mujde@icloud.com
- 📍 Sariyer, Istanbul, Turkey

PROFESSIONAL SUMMARY

- Hardworking Developer equipped with artistic abilities and technical know-how for successful Hypercasual game design. Approaches new projects with novel ideas and sophisticated design concepts. Able to test and refine designs for specific audiences.
- Consumer-focused Game Developer integrates emerging trends and audience preferences into ongoing game design. Creates attractive digital assets and easy-to-use UX elements. Skilled in every phase of game design, testing and modification.
- Cutting Edge Game Developer explores novel level designs and untapped interactive spaces to create new and exciting experiences. Skilled at developing 2D, 3D and mixed reality environments. Enthusiastic developer of ingenious, innovative game titles.

EXPERIENCE

TEAM LEAD / LEAD GAME DEVELOPER *Aug 2022- Current*

Vision4Fun, Istanbul, TR

- Created components and systems to isolate parts for test-driven development. eg. runner extension or editor tool to take multiple screenshots for each platform (iOS 5.5", iOS iPad, Android Tablet etc..)
- Discussed with technical team members to build necessary infrastructure for optimal performance levels in games and created a kick-start template for a quick start to a new prototype.
- Managing a mixed team of 6 people that contains of people from Art, Game Dev and Game Design employees.
- While the developers were prototyping, I helped with both gameplay mechanics and SDK integrations.
- Presented about how we progressed in the production phases of partnership agreements with publishers.

SENIOR GAME DEVELOPER *Mar 2022- Aug 2022*

Trust Games, Istanbul, TR

I worked at Trust Games as Senior Game Developer. In the first 2 months I've worked on Hyper-Casual projects. And after that I worked on the multiplayer metaverse project. Before moving on to the Metaverse project, I produced a hyper casual template that other developers would get a quick start on. In the metaverse project, I am responsible for to integrate interfaces and write their functions. These interfaces are:

- Main UI
- Controller selection
- Scene selection
- Character Selection
- Authentication with Metamask or Mail
- NFT Marketplace
- Profile
- User settings
- Messaging

We used Firebase for Authentication with Mail, Moralis with Metamask. Messaging with Firebase, NFT Marketplace with OpenSea Testnet. Also I've integrated some of gameplay mechanics that works on network.

GAME DEVELOPER *Mar 2021- Mar 2022*

Rollic, Istanbul, TR

I worked at internal studio at Rollic Games. Here we develop games from scratch and do test trials.

My duties are:

SKILLS

- Programming languages
- Technical consulting
- Gameplay development
- Teamwork
- Motivation
- Planning
- Analytical thinking
- Creative thinking
- Multitasking

LANGUAGES

Turkish, Native

English, Intermediate

HOBBIES

- Music (Listener & Trying to produce)
- Digital Visual Art
- Handcraft
- Electronics

- At the beginning of prototype production, the main idea is put forward by our product manager.
- Creating a game design based on the main idea.
- Supporting the writing of the game's GDD.
- Working sync with the Game Artist on how the game's models should be technically.
- Implementing the SDKs to see the test results of the game. (Elephant, Facebook SDK)
- Implementing Elephant's events. (Application Focus, Application Focus Lost, Game Started, Level Failed, Level Win, Level Restarted etc.)
- Development of the game in the shortest time technically and in the most optimized way in terms of performance. (maximum 2 weeks)
- Preparing mechanics for the creative (cpi) videos of the game.
- Preparing screenshots of the product during the publication process.
- If the game scales, integrating ad services into the game.

EDUCATION

ASSOCIATE DEGREE - MOBILE TECHNOLOGIES *Jun 2017*
Nisantasi University, Istanbul, TR