



Furkan ÖZKAN

Computer Engineer

✉ furkanozkann01@gmail.com ☎ 5431448411 📍 İstanbul,Türkiye 🌐 github.com/furkan-ozkan

🌐 linkedin./furkanozkann01 🔗 furkanozkan.com

Professional Experience

11/2021 – 05/2022 Malatya,Türkiye	Bera Ar-Ge Yazilim Game Developer
05/2022 – 10/2022 İstanbul,Türkiye	Zeyn Games Game Developer
04/2023 – 11/2023 İstanbul,Türkiye	Blockville Digital Assets Game Developer
05/2024 Antalya,Türkiye	Red Axe Games Game Developer

Education

2018 – 2023 Malatya	Bachelor İnönü Universty Computer Enginner
------------------------	---

Skills

- Unity
- Game Mechanics Implementation
- Design Patterns (Observer, Singleton)
- Performance Optimization
- Data Processing and Analysis
- C#
- Problem Solving & Algorithm Development
- Design Patterns & Game Architecture (State Machines)
- Render Pipeline Management
- Experience with Optimization Tools (UniTask, VContainer)
- Git
- Asynchronous Programming
- Scriptable Object-based Modular System Design
- Multiplayer Game Development (Unity Netcode)
- API and SDK Integration

Languages

Türkçe
Native



English
Intermadite



Projects

The Enigma Cases [↗](#)

- **Role:** Gameplay Programmer / Systems Architect
- **Technologies:** Unity, C#, Unity Netcode/Other Networking Solution, Steamworks API
- **Designed the core game architecture** and overall system structure, utilizing **Design Patterns (State Machines, Singleton)** to ensure high scalability and modularity for long-term support.
- **Developed and maintained real-time networking infrastructure** for the title, focusing on performance and synchronization to deliver a low-latency multiplayer experience.
- **Integrated platform features** (e.g., achievements, leaderboards, cloud saves) into the game using the **Steamworks API**.
- Created and integrated various **interactive mini-game systems** that seamlessly support and extend the core RPG gameplay loop (e.g., crafting, resource management).
- Applied rigorous **Performance Optimization** and **Code Review** processes to maintain a high-quality codebase under continuous development.

Obilia [↗](#)

- **Actively contributed to the full development lifecycle of a Mobile RPG project**, ensuring timely delivery of milestones and collaboration across multidisciplinary teams.
- **Designed and implemented fundamental Core Game Systems** using C#, including complex mechanics like **swimming systems, dynamic map interaction**, and advanced object handling.
- **Developed and integrated multiple internal mini-games** (e.g., puzzles, quick-time events) to enhance player engagement and provide varied gameplay loops within the main title.
- Applied **Performance Optimization** techniques and **Object Pooling** to maintain high framerates on target mobile devices.
- Utilized **Scriptable Objects** for modular system design, improving data management and content iteration speed.