

Ziya Göktürk Vatansever

Game Programmer

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SKILLS & ABILITIES

- Proficiency in game development and computer graphics, regardless of specific game engines or frameworks.
- Highly skilled using Unity and C# with over 4 years of professional experience.
- Professionally using Unreal Engine and C++ for over 2 years.
- Understanding of graphic concepts, including shader programming and GPU optimization.
- Netcode, Web APIs.
- AWS, Plastic SCM, GitHub and GitLab, Jira, Agile/Scrum.

EXPERIENCE

Tale Era Interactive | *Head of Development / Programmer*

05.2023 – Present

- Managed a team of 20+ individuals across art, software, and game design departments, while actively contributing to software development.
- Started developing a stylized roguelike fps game named "Holy Shoot", using Unreal Engine. I was responsible for animation systems, material systems and some of core gameplay features.

Inventuna Games | *Lead Game Programmer*

07.2022 – 04.2023

- Led a team of seven developers to release the closed beta of the PC version of the game "Heroes Chained." Subsequently, managed the development and improvements for the mobile version.
- Developed and released an online idle game named "Fortunes of Ventuna" that operates on WebGL.
- Completed the development and successfully released the mobile version of the game "Heroes Chained".
- Designed the architecture of "Heroes Chained", wrote the majority of systems functioning in the open world, and also developed the network solutions such as netcode and backend application.

Inventuna Games | *Game Programmer*

04.2022 – 06.2022

- Developed the PC version of the game named "Heroes Chained" using Unity.

Unlimited Educational Services | *Lead Game Programmer*

08.2021 – 03.2022

- Led a team of six developers to create various educational games on WebGL.

Unlimited Educational Services | *Game Programmer*

05.2021 – 07.2021

- Developed various tools for Unity to facilitate the creation of interactive books for educational purposes. Also developed many of the interactive elements' logics.

- Initiated various PC and mobile game development endeavors in different genres with Unity, but due to decision changes of employer, only a portion of them could be completed and released.
- Developed a hypercasual game for Android named "Glass Breaker" and worked as the solo developer.
- Developed a restaurant simulation game for PC named "Check Please!" where I personally created the entire building system and user interfaces.

EDUCATION

Manisa Celal Bayar University

Software Engineering

2014 – Partially Withdrawn

- I stopped my education since the 3th grade, and although I am still enrolled as a student, I am not actively participating.

COURSES

C and Systems Programmers Association

C++ Programming Language – 330 Hours – 2024

[Certification](#)
