

# Ziya Göktürk Vatansever

## Game Developer

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### SUMMARY

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I am someone who has developed games across various platforms and genres, and I believe in my ability to achieve even more. Fueled by my passion and determination, I am eager to combine my enthusiasm with a talented team to create remarkable and impactful games.

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### SKILLS & ABILITIES

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- Proficiency in game development and computer graphics, regardless of specific game engines or frameworks.
- Highly skilled using Unity and C# with over 3 years of professional experience.
- Professionally using Unreal Engine and C++ for over a year.
- Understanding of graphic concepts, including shader programming and GPU optimization.
- Proficiency in linear algebra and physics simulations.
- Netcode, Web APIs.
- AWS, Plastic SCM, GitHub and GitLab.
- Jira, Agile/Scrum.

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### EXPERIENCE

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**Inventuna Games** | *Game Producer*

**05.2023 – Present**

- Managed a team of 20+ individuals across art, software, and game design departments, while actively contributing to software development.
- Completed the development and successfully released the mobile version of the game "Heroes Chained."
- 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 Developer*

**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.
- 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 Developer*

**04.2022 – 06.2022**

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

### Project Links

[Holy Shoot](#)

[Heroes Chained](#)

[Fortunes of Ventuna](#)

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**Unlimited Educational Services | Lead Game Developer**

**08.2021 – 03.2022**

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

**Unlimited Educational Services | Game Developer**

**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.

#### **Project Links**

[Kidzwonder](#)

[Hexagonia](#)

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**Celestial Studio | Game Developer -Freelance-**

**10.2020 – 06.2021**

- 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.

#### **Project Links**

[Glass Breaker](#)

[Check Please!](#)

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### **EDUCATION**

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**Manisa Celal Bayar University**

Software Engineering

2014 – Partially Withdrawn

- I stopped my education since the 4th grade, and although I am still enrolled as a student, I am not actively participating.
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### **COURSES**

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**C and Systems Programmers Association**

C++ Programming Language – 220 Hours - 2023

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