



Furkan Elmali

Game Developer | Mechatronics Engineer

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📍 Istanbul, Turkey

Summary

Graduated as the top student of my department with a 3.20 GPA in Mechatronics Engineering. I have been passionate about game development for 9 years, combining self-taught learning with one year of professional experience. I have developed several projects using Unity and C#, focusing on gameplay mechanics, basic AI, optimization, and bug fixing. In parallel with my engineering education, I gained hands-on experience with SolidWorks and AutoCAD, and developed a strong interest in embedded systems. I have built various projects using STM32F100RB, STM32F401RE, Raspberry Pi 4 Model B, and Arduino UNO. I believe that my interdisciplinary background in both game development and mechatronics will play a key role in my future career path.

Professional Experience

Oct 2022 -
Aug 2023

Junior Game Developer

Quintet Works

I worked part time for their new project Quintet Games. Here I gained valuable experience in game documenting, Unity Development, Optimization and Bug Fixing
Skills: Unity Game Development, C#, OOP, Game Desinging
Projects: Climb and Smash

July 2024 -
Aug 2024

Intern Engineer

Şafak Makina

Gained experience in the R&D department at Şafak Makina, focusing on the design of vehicle engine parts, 3D modeling with SolidWorks, production process follow-up, and tolerance measurement.

Sept 2024 -
Jan 2025

Intern Backend Developer

Quintet Works

Completed an internship as a Back-End Developer at Quintet Works, where I gained hands-on experience with backend architectures including MVC and API development.

January 2026 -
June 2026

Unity Developer

Keşifyolu Teknoloji A.Ş - Hmmm

Developing mobile games using Unity and C#. Working on gameplay systems, UI development, and scene management while optimizing performance for different platforms. Experienced with Unity UI systems, Sprite Atlases, asset management, and runtime performance optimization. Also involved in API integrations, in-app purchases, and improving overall user experience.

Education

2021-
2025
Denizli

Mechatronic Engineering

Pamukkale Üniversitesi - 3.20 GPA Graduated first in class

Volunteer Experience

2017-
2022

Co-Founder / Volunteer

Hayal Gücü Merkezi

Served as a Co-Founder and Volunteer Member at Hayal Gücü Merkezi between 2017 and 2022, contributing to projects aimed at empowering children, fostering Turkey's youth entrepreneurship ecosystem, and promoting curiosity, skills, and imagination. Gained experience in WordPress development, teamwork, workshop facilitation, and Instagram management.

Languages

Turkish

Native

English

B2

Projects

[PID Ball and Beam](#)

[Climb and Smash](#)

[Merge & Munch](#)

[Motion Tracking with Differential Pan Tilt and Image Processing](#)

[XOX+](#)

Courses

Nesne Yönelimli Programlama (C++ ile) - Prof. Dr. Sadi Evren Seker, Udemy

Programing Design Patterns For Unity - GameDev.tv-Udemy

Complete C# Unity Game Developer 3D - GameDev.tv-Udemy

Complete C# Unity Game Developer 2D GameDev.tv-Udemy

References

Özgün Sandal

Lead Unity Developer

Keşifyolu Teknoloji A.Ş

05063320868

Uğurcan Erçakır

Lead Backend Developer

Keşifyolu Teknoloji A.Ş

05546931001