

CEYHUN BAŞKOÇ

GAME DEVELOPER (2023-PRESENT)

CONTACT

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EDUCATION

SÜLEYMAN DEMİREL UNIVERSITY

Bachelor of Computer Engineering
2023-Present

TECHNICAL SKILLS

- **Languages:** C#, C, C++ Java, HTML
- **Engine & Core:**
Unity (2D & 3D), TextMeshPro, Cinemachine, DOTween, Physics, NavMesh, Particles, UI
- **Architecture & Patterns:**
OOP & SOLID Principles, Clean Code & English Naming Conventions, MVC, Object Pool, Observer, ScriptableObject Architecture, Async/Await & Coroutines
- **Multiplayer & Networking:**
Unity Netcode for GameObjects (NGO)
- **Tools & Performance:**
Git & Plastic SCM, Unity Profiler, Memory Profiler
- **Platforms & SDKs:**
Cross-Platform Build (iOS, Android, PC), Google Play Console, AdMob Integration, IAP Integration

SOFT SKILLS

Analytical Debugging & Problem-Solving, Team Collaboration, Accurate Task Estimation & On-Time Delivery

LANGUAGES

- Turkish - Main Language
- English

ABOUT ME

I am a 3rd-year Computer Engineering student at Süleyman Demirel University and a passionate Unity Game Developer. I specialize in building sustainable software architectures centered around SOLID, OOP, and clean code principles. Alongside honing my rapid prototyping skills in high-paced events like Global Game Jam, I have successfully managed the entire development pipeline to publish **4 games on the Google Play Store**. Combining my independent background with professional studio experience, I focus on engineering robust core gameplay mechanics and delivering polished player experiences.

WORK EXPERIENCES

Game Developer Intern

TaleWorlds Entertainment
(March 2026 - May 2026)

- While working at TaleWorlds Entertainment, I have gained and continue to gain significant experience in NPC AI, multiplayer systems, gameplay programming, UI design and implementation, bug fixing, and working with Plastic PCM, utilizing both **Unity** and our **in-house engine**.
- Focused on delivering clean, scalable code by applying core OOP and SOLID principles, while maintaining rigorous naming conventions to ensure smooth team collaboration and code maintainability.

Unity VR Developer (Part-Time)

SDU Metaverse Studio
(August 2025 - Present)

- I developed various simulations using the Unity game engine with a team of four people at the Metaverse studio established by Süleyman Demirel University.

Game Developer Intern

UDO Games
(July 2025 - August 2025)

- Worked as part of a development team during a 1-month internship.
- Contributed to the creation of Jelly Fit, a 3D puzzle game.
- Responsible for gameplay mechanics (grid system, drag & drop, cell control, cutting mechanics).
- Developed sound manager and integrated animations.
- Gained experience in Unity (C#), team collaboration, and game development pipeline.

PROJECTS & COLLABORATIONS

With the exception of a few projects I mentioned here, all the games are available on GitHub).

My YouTube video featuring most of the projects in my resume:
https://www.youtube.com/watch?v=kDWqXG4UC_A

Aura Blocks : Photo Puzzle Blast (Unity - Personal Project)

- Engineered a scalable, matrix-based grid logic system handling complex shape validation, dynamic coordinate mapping, and mathematical bounding-box centering for intuitive drag-and-drop mechanics.
- Designed a decoupled, event-driven architecture strictly adhering to Separation of Concerns (SoC), isolating game data (GridManager), visual rendering (GridVisualManager), and VFX (EffectsManager) for highly maintainable and bug-free code.
- Elevated "game feel" and player retention through advanced DOTween sequences and custom TextMeshPro vertex manipulations, delivering synchronized cascading grid-clear waves, dynamic rainbow text gradients, and instant visual feedback (Aura pop-outs).
- Optimized mobile performance and eliminated GC spikes by routing all frequent instantiations (grid cells, draggable blocks, UI feedback, and particle effects) through a centralized, robust Object Pooling system.
- Implemented a global, event-based Theme Management system utilizing Singleton patterns and lightweight subscriber scripts (UIThemeListener) to dynamically update entire UI palettes and block colors at runtime without tight coupling.
- Engineered a cross-platform image import system utilizing native device APIs and asynchronous Texture2D generation, implementing strict memory management and caching strategies to prevent texture memory leaks during runtime.
- **Google Play Link :** <https://play.google.com/store/apps/details?id=com.veloxgames.aurablocks>
- **Github Link:** <https://github.com/ceyhunbaskoc/AuraBlocks>

Color Yarn Jam (Unity - Personal Project)

- Layered Interaction Logic: Developed a coordinate-based grid system with dependency mapping to handle layered object blocking and synchronized slot-matching mechanics.
- Modular Architecture: Designed a decoupled system using ScriptableObjects for level data and SOLID principles to isolate core gameplay, UI, and VFX logic for high maintainability.
- Tactile "Game Feel": Implemented polished visual feedback loops using DOTween and custom shaders for yarn textures to enhance player engagement and "juiciness".
- Live Operations & Monetization: Integrated AdMob (Mediation), Unity IAP for consumables, and a persistent PlayerPrefs-based save system for 500+ levels.
- Production Lifecycle: Managed end-to-end publishing on Google Play Console, including ASO, app-ads.txt verification, and professional DevOps workflows using Rider and Git.
- **Google Play Link :** <https://play.google.com/store/apps/details?id=com.veloxgames.coloryarnjam>
- **Github Link:** <https://github.com/ceyhunbaskoc/ColorYarnJam>

Endless Drift Racer (Unity - Personal Project)

- Developed a dynamic procedural road generation system using a grid-based algorithm (HashSet) to create stable, "endless" drift tracks in real-time.
- Implemented an arcade-style drift physics model by detecting yanal Rigidbody velocity, serving as the core trigger for all visual feedback systems.
- Designed a "game feel" feedback system that provides instant player response, dynamically changing camera FOV (Cinemachine) and trail width (TrailRenderer) based on drift status.
- Integrated a robust, enum-based Object Pooling system (PooledObjectManager) for all spawned entities (roads, particle effects) to ensure high, consistent performance and minimize garbage collection, especially for the hypercasual mobile target.
- Engineered a "race-condition-proof" ResetGame function to manage game state, cleanly handling "limbo" objects (active coroutines) and "dirty" memory (occupiedCells) to prevent cascading failures on restart.
- **Google Play Link :** <https://play.google.com/store/apps/details?id=com.VeloxGames.DriftIt>
- **Github Link:** <https://github.com/ceyhunbaskoc/Drift>

Multiplayer PC Game Project (Unity - Personal Project)

- By designing object-oriented game architectures that strictly adhere to SOLID principles and offer high scalability, I ensure clean, readable, and easy-to-maintain codebases.
- Designed and implemented robust multiplayer systems utilizing Unity Netcode for GameObjects (NGO), effectively managing client-server communication, NetworkVariable synchronization, and complex RPC logic for seamless co-op experiences.
- To organize the extensive existing codebase more effectively and ensure traceability, I made effective use of version control systems (Git) and integrated development environments (Rider).
- Maintained a disciplined development workflow focused on rapid prototyping and iterative design, consistently applying industry-standard English naming conventions across all scripts to ensure long-term project sustainability.
- **Source code is private due to the commercial release. Selected code samples are available in this repository:**
<https://github.com/ceyhunbaskoc/MultiplayerGameProject-CodeSamples>

Hyper Pong (Unity - Panoptis)

- It's a Hyper Casual game where you bounce the ball between the line and the circle in the center square, which we control, and try not to put it inside the square.
- Even though it was made on behalf of the team, I took charge of the gameplay, shader, graphics, ad support, and physics sections.
- The game was published on the Google Play page of our team at the university (Panoptis) with ad support.
- **Google Play Link** : <https://play.google.com/store/apps/details?id=com.PanoptisGame.HyperPong>

Night Shift: Narrative Taxi Simulation (Unity - Personal Project)

- The game acts as a suspenseful social deduction simulation where the player, a taxi driver in an eerie city, analyzes passengers within a fluid game loop managed by a robust State Machine architecture.
- Players interrogate passengers through deep dialogue trees constructed with xNode, utilizing a Hybrid Observation System that combines 3D mirror views with 2D portrait analysis to detect lies and inconsistencies.
- Rather than relying on complex vehicle physics, the game utilizes an optimized "Endless Road" system based on Object Pooling to deliver a rainy, hypnotic night driving atmosphere with high performance.
- To ensure infinite replayability, customer sequences and criminal profiles are procedurally generated using "Shuffle Bag" algorithms, making every playthrough unique rather than static.
- Inspired by Papers, Please, the strategic survival meta-game—where earnings are spent on family needs like food, medicine, and rent—is tightly integrated into the core loop through a modular Event-Driven economy system.
- **Source code is private due to commercial release. Selected code samples demonstrating Architecture & Optimization are available here:** <https://github.com/ceyhunbaskoc/Night-Shift-Code-Samples>

Nightclaw (Unity - Personal Project) :

- Side-scrolling pixel art game focusing on village defense and resource management. Every night the player tries to defend his village with his citizens by building fortifications, walls and archer towers
- Implemented a unique building system where players throw coins at objects to initiate construction.
- Designed dynamic NPC roles (archers, builders) and economic mechanics using a single currency.
- Integrated strategic defense structures (walls, towers) and enemy wave management.
- **Itch.io Link** : <https://headcoach45.itch.io/nightclaw>
- **Github Link:** <https://github.com/ceyhunbaskoc/NightclawGame-Unity>

My Busy Mart : Arcade Idle Game (Unity - Personal Project - Early Prototype) :

- Grid Algorithm: Engineered a coordinate-based math system to calculate dynamic 3D resource placement and stacking logic.
- Polymorphic Architecture: Designed a modular StackBase inheritance structure to unify player inventory and shelf storage behaviors.
- Procedural Animation: Implemented Coroutine-based "juicy" feedback (parabolic arcs, scaling) for responsive item transfers.
- Optimization: Integrated ScriptableObject data containers and Object Pooling for efficient memory management.
- **Google Drive Link** : <https://drive.google.com/drive/folders/1rqQc5DzPF8D9CszNuNkG53FjoK3iVAA7?usp=sharing>
- **Github Link:** <https://github.com/ceyhunbaskoc/ArcadeIdle>

Spinning Axe: Timber & Defense (Unity- Personal Project)

- Developed a one-touch control system where a spinning axe orbits the player, used for both chopping trees and defending against enemies.
- Designed a dual-resource mechanic where collected wood is used to build fortifications, walls, and defensive structures.
- Implemented progressive enemy waves with increasing difficulty to create a survival-driven core loop.
- Focused on fast-paced gameplay and visual clarity for hypercasual market standards.
- Since the game uses Single Scene Architecture + Prefab Level Management and there are a lot of enemies, particles, etc., I used Object Pooling for almost all object types to improve performance.
- **Github Link:** <https://github.com/ceyhunbaskoc/Spinning-Axe-Timber-Defense>

Bubble Arena (Unity - Global Game Jam 2025) :

- It is a two-player bubble-themed game where players are inside a bubble and try to win the round by popping each other's bubbles or throwing each other down.
- This game was made in 48 hours with 3 people (a designer, me and another friend) and various challenging environmental objects (mines, thorns, spinning saw and spinning board)..
- A lot of ricochet physics were used and parallax background, shaders and post processing were used to make the game graphically pleasing.
- In this game I worked more on gameplay, parallax background, camera system and UI/UX.
- **Here is the game video :** <https://www.youtube.com/watch?v=e7oAYyt2GM4>
- **Github Link:** <https://github.com/ceyhunbaskoc/BubbleArena-Unity-GloablGameJam2025>

Jelly Fit (Unity - UDO Games Summer Internship 2025)

- We created this game with my team as a result of my internship at **UDO Games**.
- In the 3D puzzle game called "Jelly Fit," the player must drag and drop cubes grouped in various shapes, or cut them when necessary, to fit them into a target box of limited dimensions. The goal of the game is to fill the target box completely and without spilling, using logical reasoning and strategic planning skills.
- My responsibility in this game was the gameplay part. I created the grid system, drag and drop mechanics, cell full-empty control, and cutting mechanics.
- I also created the sound manager and animations.
- **Google Drive Link:** https://drive.google.com/drive/folders/1UqoNiixfYQvgZij_wiDYtBEaXFdwYiuq?usp=sharing
- **Github Link:** <https://github.com/UdoStaj/JellyFit>

Stellaris: Anxiety (Unity- Mağara Jam '25 - Personal Project)

- Developed a crew stress management system where players maintain oxygen above 10% by controlling stress levels.
- Implemented 9 interactive objects with distinct effects on crew stress, encouraging player experimentation.
- Designed a mini-game module with meteor dodging, impacting crew stress dynamically.
- Managed solo development under a 48-hour game jam deadline, delivering full gameplay and mechanics.
- Ensured gameplay clarity and balanced challenge in line with jam constraints and player engagement.
- Object pooling was used for everything, including meteors, effects, and spawned objects.
- **Mağara Jam Game Link :** <https://magarajam.com/game/1999790348439651328>

Dungeon Rogue Like Project (Unity - Personal Project) :

- A top-down pixel art rogue-like game with procedurally generated maps. The goal of the game is to clear the monsters in each level, get weapons and reinforcements from the chests and reach the portal room.
- Features include room-corridor map generation, enemy AI, combat mechanics, item collection, and inventory management.
- Implemented dynamic door mechanics that respond to enemy waves.
- **Github Link:** <https://github.com/ceyhunbaskoc/PixelDungeonRogueLikeProject-Unity>

Freelance Projects:

Project 1 – 2D Platformer Game

- I made a 7-level fast-paced 2D platformer game for my customer.
- I finished the game in one day.
- **Google Drive Link (Screenshots):** https://drive.google.com/drive/folders/1trJ8ZvTJLy26q5BcrbWUp2ebK_THgKwx?usp=sharing

Project 2 – Casual Arcade Sort Game Reskin

- I redesigned the game's graphics and theme design. I changed the objects the customer requested.
- **Google Drive Link (Screenshots):** https://drive.google.com/drive/folders/1evBLK7QuTqGHaoVq1dsM58k929_dpcc1?usp=sharing

Project 3 – 2D Side-Scroller Birthday Game

- The customer requested a birthday game. I created a 2D side-scroller game with a sailor theme.
- **Google Drive Link (Screenshots and .apk file):** https://drive.google.com/drive/folders/10MAz4dmkiQIRc9WjxX5TsAAfmbK GkG_V?usp=sharing