



AHMET TURAN TANRIKULU

Unity Game Developer & Designer

ABOUT ME

Digital Game Design graduate and Unity developer with hands-on experience in gameplay programming, AI, multiplayer systems, and game design. Released a public Steam demo featuring PC-mobile crossplay and contributed to a published mobile title. I focus on building modular, scalable, and performance-conscious gameplay systems while developing independent PC and mobile projects and coordinating small-team production.

EDUCATION

Bachelor's Degree

Digital Game Design —
Doğuş University (100% Scholarship)
2022 – July 2026

LINKS

[Github Profile](#)

SKILLS

Development: Unity, C#, Gameplay, AI, Photon Fusion 2, Multiplayer, Cross-Platform Networking, OOP, SOLID, Design Patterns, Event-Driven Systems, ScriptableObjects, Object Pooling, Performance Optimization

Design: Game Design, Systems Design, Level Design, Narrative Design

Production: Project Planning, Team Leadership, Task Distribution, Documentation

Tools: Unreal Engine, Blender, Git, Trello, Notion

LANGUAGES

- **Turkish** — Native
- **English** — Advanced
- **German** — A2

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EXPERIENCE

Founder & Lead Unity Developer

Kwintet Games — Independent Development Team 2024 – Present

- Founded and lead an independent team developing PC and mobile games.
- Define the overall game design direction and contribute directly to gameplay and systems development.
- Manage production planning, task distribution, development tracking, and team coordination.

Corridor Duel

June 2025 – Present

Unity — 3D Strategy Board Game | Solo Developer

Steam Demo Released — In Development

- Independently developing a digital strategy board game inspired by Quoridor, expanded with additional modes and platform-focused features.
- Implemented local, AI, and online multiplayer using Photon Fusion 2 Shared Mode, supporting 1v1, four-player free-for-all, and 2v2 matches.
- Developed PC-mobile cross-platform multiplayer alongside Crazy Mode to expand the traditional board-game experience.
- Released a public demo during Steam Next Fest and am currently focusing on UI, gameplay polish, visual content, and store presentation.

Gece Marketi

March 2026 – Present

Unity — Mobile Game | Lead Unity Developer & Project Lead

In Development

- Began development as a university graduation project and presented the completed academic version in June 2026.
- Designing a food-truck management experience in which the player serves mystical creatures during the night.
- Lead gameplay and systems development while coordinating the project's production.
- Continuing post-graduation development toward a commercial mobile release.

Soulspire

2025 – Present

Unity — 2.5D Roguelite | Lead Unity Developer & Project Lead

In Development

- Reworked the combat system from automated encounters into a manual class-based framework with active abilities and ultimates.
- Implemented player movement, enemy AI, boss phases, and class-specific combat mechanics using modular and extensible systems.
- Designed the roguelite progression loop, including wave encounters, upgrade cards, arena advancement, and soul-based ability acquisition.
- Currently focusing on content expansion, enemy and boss variety, system refinement, balancing, and overall polish.

HIGHLIGHTS

- Steam Next Fest Demo
- PC–Mobile Crossplay
- Published Mobile Game Credit
- Modular & Scalable System Design
- Indie Team Leadership

PROJECT LINKS

Corridor Duel

[Corridor Duel - Steam Page](#)

Farm Party

[Farm Party - Play Store](#)

Crime Simulator

2026 – Present

Unity — 3D Open-World Crime Simulation

Lead Developer & Game Designer | Two-Person Team

- Developing an open-world sandbox crime game set in a city controlled by gangs and criminal organizations.
- Built gameplay systems with a focus on modular architecture, event-driven communication, scalability, and maintainability.
- Applied performance-oriented techniques including object pooling, LOD, batching, and visibility culling where appropriate.
- Leading programming, game design, world layout, production planning, and basic prop modeling alongside a dedicated 3D artist.

Game Development Intern

VLMedia

June – July 2025

- Independently developed the initial version of a digital Quoridor-inspired board game as the primary internship project.
- Designed and programmed its core mechanics, local gameplay, UI, AI foundations, and multiplayer structure.
- Continued the project independently after the internship and expanded it into Corridor Duel, an independent Steam project with a publicly released demo.

Game Development & Design Contributor

Turtle Games — Indie Team

March 2025 – Present

- Provide ongoing support in game design, development feedback, playtesting, and general production decisions across the team's projects.
- Contribute to the design and evaluation of new gameplay concepts and systems currently in development.

Farm Party

Unity — Mobile Game | Development Contributor & Game Tester

Released on Mobile Platforms

- Supported gameplay testing, issue reporting and selected Unity implementation tasks, and provided production feedback prior to release.
- Credited in the publicly released beta version of the game.

Lost Crew

Unity — Narrative Choice Game | Narrative Designer & Development Contributor

Development Paused

- Wrote the main narrative, characters, optional story branches, and alternative scenario paths.
- Designed branching dialogue structures, character backgrounds, event progression, and narrative documentation.
- Supported gameplay planning and early development discussions with the team.

Game Development Contributor

Aquila Games — Indie Team

2023 - 2024

- Contributed to "Dignacia" through Unity and C# gameplay development, supporting the implementation and iteration of gameplay mechanics and systems.
- Worked on "The Sentinel: Remake" in Unreal Engine, creating and refining visual effects and materials.
- Supported additional team projects through playtesting, issue reporting, gameplay feedback, and selected C# implementation tasks.
- Reviewed work produced by newly joined team members and provided feedback to support quality and consistency across the team.