

M. SÜLEYMAN GÜNEY

JUNIOR GAME DEVELOPER

| LinkedIn: [LinkedIn](#) | Github: [Github](#) | Game Portfolio: [Itch.io](#) |

ABOUT ME

Final-year MIS student focused on Unity 6+ (C#) game development; built multiple playable game jam prototypes and led a small team from concept to prototype. Strong foundation in OOP, APIs, and SQL, with working knowledge of Node.js.

SKILLS: Unity (Scriptable Objects, Timeline, UI Toolkit, Localization), C#, SQL, Node.js, REST APIs, Java, Git, Postman

PROJECTS (UNITY) [Itch.io Portfolio Link](#)

[Cutie – Virtual Pet Game](#) – Unity (UI Toolkit) | Android | **In Development**

- Prototyped cozy virtual pet system with event-driven mood/needs reactions (hunger/happiness) in isometric room.
- Created a needs/XP progression loop and grid-based drag-and-drop decoration; UI built with Unity UI Toolkit.

[Tavla Backgammon Game](#) – Unity (C#) | Windows | **Prototype(Core Mechanic is ready)**

- Implemented backgammon logic and turn flow in Unity, with real-time piece movement for local two-player play.

[Ready For Earthquake](#) - JAM'1 (Unity Localization) | First-person earthquake awareness 3D simulation.

[Silent Gun](#) - [GitHub](#) GGJ'25 | OOP-based elemental ammo system (Fire/Water/Ice) with projectiles and interactables.

[Arrival Home](#) – Driving / Simulation | Designed level layout and implemented vehicle drifting mechanics.

[Silent Lies](#) – Ankara Game Jam'25 | Team Lead for a narrative game on mother/daughter relationship.

WORK EXPERIENCE

Jr. Backend Developer (Intern) [Atiker Yazılım Veri İşlem A.Ş.](#) **Jul 2025 – Present**

- Led an intern team and built service-style REST APIs in Node.js (Express), supporting a cross-platform client and improving MSSQL performance through schema design, stored procedures, and triggers.

Information Technologies Teacher [Anderiana Private School](#) **Jun 2025 – Jul 2025**

- Taught algorithmic thinking and Scratch-based programming to students aged 6–11, creating lesson materials and a playable prototype featuring a transformation mechanic with student-designed characters.

Software Development Assistant (Intern) [Armiya Technology Ltd. Şti](#) **Dec 2023 – Jun 2024**

- Supported data-driven projects by writing MSSQL queries for data cleaning/analysis, contributing to decision-support systems, and assisting with deployment and maintenance of Windows-based hardware setups (kiosks, turnstiles, and security systems).

EDUCATION

Management Information Systems (MIS)

Necmettin Erbakan University | Konya, Meram

GPA: 3.29 / 4.00

2022 – 2026

Ranked first in courses such as Object-Oriented Programming, Machine Learning, Data Mining, DB Management, and Web Programming. Gained experience in entrepreneurship, marketing research, and human resource information systems.

Tarsus Erbakan University (MIS) | Mersin, Tarsus Successfully completed the English Preparatory Class. 2021 - 2022

LANGUAGES AND HOBBIES

- Turkish (Native)

- English (B2 – Upper-Intermediate: speaking, writing, listening)

- Fitness, Photography