

Furkan Gök

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About Me

I am a Unity Game Developer experienced in building mobile and PC games, including casual and puzzle mechanics, simulation systems, and live balancing features.

My experience includes gameplay systems, cross-platform multiplayer, FishNet networking, and Supabase backend integration. I focus on clean architecture, performance optimization, and maintainable code, leveraging AI-assisted workflows with Rider and Cursor Agent to accelerate development and improve code quality.

Education

Gaziantep University - Computer Programming

Gaziantep, Türkiye | Sep 2021 - Jun 2023

Experience

SugarBranch Studios - Game Developer

Gaziantep, Türkiye (Remote) | Sep 2026 -

Develop gameplay systems and engaging puzzle game mechanics while designing balanced, player-focused levels. Integrate third-party SDKs including advertising, analytics, and ensure stable, high-quality releases through debugging and continuous iteration. Improve gameplay based on player feedback and implement scalable game features using modern development practices.

Lecten - Game Developer

Germany (Remote) | Oct 2024 - Aug 2026

Develop gameplay systems and engaging puzzle game mechanics while designing balanced, player-focused levels. Optimize game performance across mobile and PC platforms, integrate third-party SDKs including advertising, analytics, and remote configuration, and ensure stable, high-quality releases through debugging and continuous iteration. Improve gameplay based on player feedback and implement scalable game features using modern development practices. Additionally, build cross-platform multiplayer systems with FishNet and integrate Supabase backend services for player data, progression, and online game management.

Lagari - Game Developer

Adana, Türkiye (Hybrid) | Mar 2024 - Sep 2024

Developed a parkour game similar to "Only Up," which was successfully launched on Steam. Led the development process for mobile platforms, ensuring the game was optimized and prepared for release on the Play Store. Responsibilities included designing game mechanics, implementing performance enhancements, and managing platform-specific requirements for both desktop and mobile versions.

Lecten - Game Developer

Germany (Remote) | Jun 2023 - Jan 2024

Developed over 10 hyper-casual games. Responsibilities included designing game mechanics, optimizing performance, and integrating various SDKs, including advertising, remote configuration, and others. Actively involved in debugging, enhancing games based on user feedback, and ensuring the seamless integration of third-party tools.

Helikanon - Game Developer

Gaziantep, Türkiye (On-Site) | Nov 2021 - Apr 2023

Developed over 10 hyper-casual games. Responsibilities included designing game mechanics, optimizing performance, and integrating various SDKs, including advertising, remote configuration, and others. Played a key role in developing a car parking game. Actively involved in debugging, enhancing games based on user feedback, and ensuring the seamless integration of third-party tools.

Languages

Turkish Native or bilingual proficiency

English Professional working proficiency

Skills

- Unity • C# • Gameplay Programming • Multiplayer (FishNet) • Mobile & PC Development
- Cross-Platform Development • Performance Optimization • Debugging • Remote Config
- SDK Integration • Supabase • Git • OOP • SOLID • AI-Assisted Development

