

MERT BEYAZ

Game Developer

Solution-oriented and detail-focused game developer with hands-on experience in mobile game development using Unity and C#. Eager to expand into multi-platform projects. Passionate about learning, design, and teamwork.

Contact



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LinkedIn: [linkedin.com/in/mertbeyazz](https://www.linkedin.com/in/mertbeyazz)

Github: github.com/Mert-Beyaz

Portfolio: mertbeyaz.com

Work Experience



Game Developer

Flat Games (within Joygame)

August 2024 to Currently

Game Developer

Funjitsu Games (within Joygame)

August 2023 to August 2024 (1 year)

Game Developer Intern

Funjitsu Games

July 2023 to August 2023 (2 months)

Game Developer Intern

Skyloft Game Studios

July 2022 to August 2022 (2 months)

Games



- [Patrol Officer - Polis Oyunu](#)
- [Airport Deputy - Safe Terminal](#)
- [Survival Challenge: 456 Master](#)
- [Türk Sınır Güvenlik Oyunu 2025](#)
- [Football Referee Simulator 3D](#)
- [Moto Grind - Motorcycle Tuning](#)

Education History



Bachelor of Computer Engineering (%100 English)

Institution: MUĞLA SITKI KOÇMAN UNIVERSITY

Year of Graduation: 2024

- GPA: 3,16
- I took English preparatory education for 1 year.

Certifications & Courses



Panteon Akademi - Game Development Training

- Topics: Unity, Game Design, Optimization, Mobile Publishing

Skills



Technical Skills:

- Unity, C#, Java, Python, OOP, Data Structures, MVC, SOLID pattern, Git, GitHub, GitLab, SourceTree, Photoshop, Jira, Trello

Soft Skills:

- Teamwork, Leadership, Fast Learner, Problem Solving

Languages:

- Turkish (Native), English (B2), Arabic (Speaking only)

Awards



- Google Solution Challenge 2021 - Global Top 50 with Helpaway project

Volunteer Work and Interests



Volunteer Experience:

- President of the Design Branch, Computer and Information Society (2 years)
- Organized e-sports tournaments and provided training sessions

Interests:

- Tennis, football, fitness, motorcycling, game development, traveling