MERT BEYAZ

Game Developer - Software Engineer

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

Github: github.com/Mert-Beyaz

Portfolio: mertbeyaz.com

Work Experience

Game Developer
Flat Games (within Joygame)
August 2024 to July 2025 (1 year)

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

- Football Referee Simulator 3D
- Patrol Officer - Polis Oyunu
- Airport Deputy - Safe Terminal
- Survival Challange: 456 Master
- Türk Sınır Güvenlik Oyunu 2025
- Futbol Polis Oyunu 2025
- 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