

UMUT MUSLİHOĞLU

(+90) 538 934 46 97 

umutmuslihoglu@gmail.com 

www.linkedin.com/in/relw 

www.github.com/umutml 

Experienced Game Developer with over 4 years of professional experience specializing in Unity client architecture, real-time multiplayer systems, REST API and WebSocket integration, state management, UI/UX implementation, asset management, addressables, cloud content delivery, memory and GPU profiling, and Git/DevOps workflows. Delivered and maintained production features across live multiplayer titles, negotiating API contracts, owning end-to-end feature lifecycles, and optimizing performance in complex, continuously shipping codebases.

Portfolio: <https://umutmuslihoglu.com>

Skills

- C# & Object Oriented Programming
- Unity Engine & Gameplay Programming
- Multiplayer & Real-Time Systems (SignalR, WebSocket)
- Rest API Integration & Backend Communication
- Addressable Asset Management
- Memory, CPU & GPU Optimization
- Ad Network & Analytics (Ironsource, Firebase)
- IOS & Android Build Management CI/CD Pipelines

Experience

SEPTEMBER 2025 – 2026

Senior Game Developer / Kumkuat Games – Remote

Football Mates is a live multiplayer mobile football management game with an active player base, real-time SignalR/WebSocket and REST API integration, and continuous feature releases. Solo dev responsible for the entire Unity client — spanning system architecture, feature implementation, UI/UX, state management, backend API contract negotiation, Firebase Analytics & IronSource integration, and DevOps — delivering complex systems including multi-account profile switching, real-time match features, and in-game subsystems across a live production codebase.

FEBRUARY 2023 – 2025

Game Developer / No Surrender Studio – Remote

Worked on two live titles — card battler *No Surrender Heroes* and shooter *The War* — over 2+ years, contributing across UI design and implementation, feature development, bug fixing, asset management, and addressable systems. Served as build master, owning iOS/Android build pipelines, CI/CD releases, and internal builds. Implemented advertisement networks and reward systems, improved Photon Bolt multiplayer, and developed internal Unity tooling to boost team efficiency.

SEPTEMBER 2022 – DECEMBER 2022

Intern / DODO Game – Istanbul

Completed a 4-month internship focused on Unity fundamentals, building prototype and clone games to develop hands-on production skills and adapt to a professional game development workflow..