

UMUT MUSLIHOĞLU

(+90) 538 934 46 97 

umutmuslihoglu@gmail.com 

www.linkedin.com/in/relw 

www.github.com/umutml 

Passionate Game Developer with 3+ years of active programming and 1+ year of professional casual game development experience. Specialized in Unity asset management addressable, cloud content delivery, memory and GPU profiling, bug fixing, and Photon Bolt multiplayer. Contributed to exciting projects, optimized game performance, and troubleshooted complex issues. Lifelong learner staying updated on cutting-edge technologies. Believes in teamwork, creativity, and innovation to craft immersive gaming experiences. Open to new challenges, eager to make a positive impact in your team. Let's connect and create remarkable games together.

[Check My Website for Portfolio](#)

<https://umutml.github.io/>

Skills

- C# Programming
- Build Master (Ios-Android)
- Memory and Gpu Optimization
- Addressable-Asset Management
- Unity Engine
- Object Oriented Programming
- Gameplay Programming
- User Interface Programming

Experience

FEBRUARY 2023 - CURRENTLY

Game Developer-Mid Core / No Surrender Studio – Remote

I worked on a card battler game called "No Surrender Heroes" for over a 1+ year. I gained experience in various aspects of the game development process. I was involved in user interface design and coding, implementing new features, various bug fixes, asset management, improving addressable systems and Photon Bolt multiplayer. I took on the responsibility as a build master resolving iOS/Android build issues and ensuring smooth releases of live builds and internals. I became adept at teamwork and managing concurrent developments of different features. In terms of project maintenance, I developed Unity development tools to enhance the team's efficiency.

DECEMBER 2022

Intern / DODO Game – Istanbul

I studied and worked for 3 months, improved myself in many subjects. I made prototype games, finished tasks and developed clone games to learn many things.

Certificates

DECEMBER 2022

[TOGO Academy Game Development](#)

NOVEMBER 2022

[Unity Junior Programmer](#)