UMUT MUSLİHOĞLU

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Open to Remote · GMT+7

Unity Developer with 4 years of game development experience, building and shipping live multiplayer mobile games. Specialized in scalable client architecture (VContainer, UniTask), real-time systems (SignalR, WebSocket, Photon Bolt), REST APIs, Addressables and memory/CPU/GPU optimization. Owns iOS/Android release pipelines (Unity Cloud Build, Fastlane, CI/CD) and ads, analytics and IAP SDKs. Builds games with AI agents and MCP-based tooling, with full ownership of code quality.

Portfolio: **https://umutmuslihoglu.com**

Skills

- C# & Object-Oriented Programming
- Unity Engine & Gameplay Programming
- Dependency Injection (VContainer) & Async (UniTask)
- Multiplayer (SignalR, WebSocket, Photon Bolt)
- REST API Integration & Backend Communication
- Git & Version Control Workflows
- Addressables & Cloud Content Delivery
- Memory, CPU & GPU Profiling and Optimization
- Ads, Analytics & IAP SDK Integration (ironSource)
- Firebase (Analytics, Remote Config)
- iOS & Android CI/CD (Unity Cloud Build, Fastlane)
- AI-Assisted Development (AI Agents, MCP)

Experience

2026 – PRESENT

Indie Game Developer / Personal Project

Unity game built from scratch with a fully AI-assisted, MCP-based workflow; preparing for release on Steam.

- Developing the entire game with AI coding agents and MCP tools integrated into the Unity Editor and IDE.
- Directing AI agents, then reviewing, testing and refactoring their code for correctness and performance.

SEPTEMBER 2025 – 2026

Game Developer / Kumkuat Games – Remote

Football Mates – live multiplayer mobile football management game.

- Sole Unity client developer (100K+ downloads, 2K DAU), owning architecture, UI/UX and releases end to end.
- Architected a modular client with VContainer DI and UniTask async flows in a continuously shipping codebase.
- Integrated SignalR/WebSocket and REST APIs and negotiated API contracts with the backend team.
- Delivered multi-account profile switching, real-time match features and in-game subsystems.
- Integrated Firebase Analytics and ironSource ad mediation; managed iOS/Android builds and releases.

FEBRUARY 2023 – 2025

Game Developer / No Surrender Studio – Remote

Two live titles: No Surrender Heroes (card battler, 200K+ downloads) and The War (shooter, 10K+ downloads).

- Shipped features and UI on live titles; improved Photon Bolt multiplayer and built rewarded ad systems.
- Served as build master for iOS/Android CI/CD, shortening build times and keeping releases smooth.
- Optimized graphics, CPU and memory usage and managed Addressables, improving FPS on live titles.
- Built Unity editor tools that sped up developer workflows and let designers tweak content on their own.

SEPTEMBER 2022 – DECEMBER 2022

Intern / DODO Game – Istanbul

4-month internship on Unity fundamentals, building prototype and clone games in a production workflow.