Emirkan Huluca
Game Developer

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in https://www.linkedin.com/in/emirkan-huluca-966aa9225/   ○ https://github.com/lancelot1926

🐦 https://twitter.com/emrkn2010

📇 PROFILE

I am a self-taught game designer/programmer.
I can design the structure of a game, write its story, create basic visuals and program all of its mechanics. I have a great passion for games and the skill set to make one.
I am a quick learner and will be a great addition to a team and work hard for a project to be a success.

🧠 SKILLS

C#
I have made more than ten game projects in Unity using the OOP method.

Unity
I have made more than ten projects in Unity, one of them being published on android.

C++
I have made a few basic programs on the console.

Python
Made a website using Django.

Java
Learned basic syntax.

🌐 LANGUAGES

Turkish
Native

English
C1

Japanese
A1

⚒ REFERENCES

Batuhan Bilgin, *Game Developer*, Hoody Studios
abbilginn@hotmail.com

Halil Coşgun, *Software Architect*, Masomo
halil.cosgun@masomo.com

Sevgin İlleez, *Senior People & Culture Specialist*, Masomo
peopleanculture@masomo.com

📇 CERTIFICATES

- Masomo Internship Certificate

💼 PROFESSIONAL EXPERIENCE

Masomo, Game Programmer Intern 🔗
May 2023 – June 2023 | Izmir, Turkey
It was a two-month-long remote internship program. I took various courses and worked on a rogue-like mobile game for a month.

Kebab Game Studios, Game Developer 🔗
January 2023 – April 2023 | Remote, Turkey
I worked at this start-up company for three to four months and developed an idle/clicker mobile project.

📁 PROJECTS

Project All-Star, Passion Project
December 2021 – June 2022
Project All-Star is a turn-based RPG with a battle system similar to Persona 5. It has two hours of playtime with two maps. This project is my first big scale project.

Top-Guns, Graduation Project
July 2022 – July 2022
Top-Guns is a top-down shooter game with rogue-like mechanics. It has an hour of playtime. I did this project for course graduation.

Color Drop, First Project Set To Publish
2023
Color Drop is a hyper-casual game set to publish on Android. It has many levels and hours of playtime. This is the first project that I will publish.

Inferno Trigger
June 2023 – present
Inferno Trigger is a rogue-like shooter game I made while I was an intern at Masomo. It is still under development.

🎓 COURSES

Oygem Academy
March 2022 – July 2022 | Izmir, Turkey
This was a four-month remote course to improve and make connections

🎸 INTERESTS

Playing Games (I play many games with different genres to enhance my vision and get ideas to be a great game developer.),
Story Writing (Novice-level storytelling practices.),
Language Exercises (I am studying Japanese and checking out vocabulary for different languages.)