

BURAK PIŞKİN

UNITY GAME DEVELOPER

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PROFILE

Unity Game Developer with experience since 2022 in C# gameplay programming, AI, multiplayer, and mobile prototyping. Released solo and team-developed Steam titles, including a solo release with **1,500 copies sold**.

PROFESSIONAL EXPERIENCE

Game Developer · Hogo Games | Jan 2026 - Present · Full-time

- Sole developer alongside three artists on Miras, a TÜBİTAK archaeology simulation in Unity 6 HDRP, planned for release in 2027.
- Built scalable excavation with Unity Job System and **real-time terrain deformation over 5 km²**.
- Raised performance from **~40 FPS to a stable ~80 FPS** through DLSS and Unity 6 optimization.
- Developed inventory, cutscenes, UI, LLM-powered dialogue, and minigames.

Independent Game Developer | May 2024 - Present · Part-time

- Develop solo PC games for Steam, currently as weekend projects alongside full-time employment.

Game Developer · ingamemechanics | Nov 2022 - May 2024

- One of two developers in a five-person team that released Terres on Steam; focused on AI and gameplay programming alongside a designer and two artists.

Game Developer · Dumbbell Games | Jun 2022 - Nov 2022

- Built approximately **seven mobile game prototypes** for Rollic Games and Homa Games, implementing and iterating on core gameplay mechanics.

SOLO PROJECTS

Firefighters Together | Released Apr 2025

- Built and released a co-op action platformer in **two months; 1,500 copies sold**. Multiplayer built with Netcode for GameObjects; third-party art assets.

Rising Spirit | Demo stage

- Developing a first-person boxing life simulation with combat, training, career progression, and open-world exploration.

One More Candle - Candle shop simulator; full build ready, release planned for 2027.

Luthier - Action roguelike with crafting and shop management; development on hold.

TECHNICAL SKILLS

Programming C#, Unity 6, HDRP, Unity Job System, Git, gameplay programming

AI and multiplayer Finite State Machines (FSM), Behavior Trees, Netcode for GameObjects

Tools and systems ScriptableObjects, Addressables, Unity Profiler, Steamworks

Specialties Mobile prototyping, terrain deformation, DLSS, performance optimization

EDUCATION AND TRAINING

Bachelor's Degree in Management Information Systems | 2020 - 2024

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Game and Application Academy (Google) | 2023 - 2024