

Yasin Küçüker

Unity Developer

✉ yasinkucuker1903@gmail.com ☎ +905431129459 🌐 yasinkucuker.com 📍 İstanbul, Turkey

🔗 <https://github.com/ysnkucuker> [linkedin.com/in/yasin-kucuker-40a7a424a](https://www.linkedin.com/in/yasin-kucuker-40a7a424a)

PROFILE

Creative Unity Developer specialized in building mobile and PC games with Unity and C#. Developed multiple game projects including *City Rush: Taxi Driver*, *Space Shooter*, *Blade for Fight*, and *Flappy Bird*, covering driving, arcade, action, and platform-based gameplay systems. Experienced in gameplay programming, multiplayer systems, AI behaviors, physics-based mechanics, UI/UX systems, mobile optimization, AdMob integration, and scalable game architecture using SOLID principles and design patterns.

PROFESSIONAL EXPERIENCE

Full Stack Developer

Lesso Software

2021 – 2022

Konya/Turkey

- Led the design, development, and implementation of graphic, layout, and production communication materials.
- Responsible for user interface and frontend development.
- Worked with HTML, CSS, and JavaScript.
- Designed the database architecture and implemented backend functionality.
- Used PHP, Ajax, JSON, and MySQL for backend development.
- Projects: Developed websites as a clone of Ticaretiks.com 🌐

Low-Code Developer

Inventara

2022 – 2023

Rotterdam/NL

(Remote)

- Led the design, development, and implementation of UI/UX, layouts, and production communication materials.
- Responsible for user interface and frontend development, including dashboards, landing pages, SMS services, REST APIs, Google Maps services, Excel import/export, and internal pages.
- Responsible for database design and backend development.
- Projects: Smishing App, Delivery App

Low-Code Developer

Koç University

2023 – 2024

Istanbul/Turkey

- Led the design, development, and implementation of graphic, layout, and production communication materials.
- Responsible for user interface and frontend development.
- Worked on dashboards, landing pages, REST APIs, Excel import/export, and various page structures.
- Responsible for database design and backend development.
- Projects: <https://www.ku.edu.tr/> 🌐

Game Tester

Skyfect

2024 – 2025

Istanbul/Turkey

- Conducted thorough testing of a horror game to identify and document bugs and issues.
- Recorded gameplay footage for detailed analysis of mechanics and user experience.
- Reported errors and inconsistencies during test phases.
- Collaborated with the development team to resolve identified issues.
- Reviewed solution code to ensure proper functionality.
- Provided feedback on game design and UI to improve overall player engagement.
- Project: Horror video game – PUKE 🌐

PROJECTS

01/2026 – 02/2026

City Rush: Taxi Driver

– Mobile Driving Game

Developed a mobile taxi driving game with physics-based vehicle controls, mission systems, NPC pedestrian AI, and dynamic city gameplay. Implemented passenger pickup mechanics, collision systems, day/night effects, UI animations, audio management, and AdMob monetization optimized for Android devices.

Technologies: Unity, C#, Rigidbody Physics, NPC AI, Google AdMob, Android, UI Animation, Audio Management

<https://play.google.com/store/apps/details?id=com.yasinkucuker.CityRush> ↗

Space Shooter

2D Arcade Space Game

Developed a retro-inspired 2D space shooter game with fast-paced combat, enemy system shooting mechanics, collision systems, and endless gameplay. Implemented responsive UI systems, mobile joystick controls, accelerometer support, sound effects.

Technologies: Unity, C#, 2D Game Development, Enemy AI, Collision Detection, UI Systems, Mobile Controls, Audio Management, Android, PC

Desktop: <https://yasinkucuker.com/videogames/spaceshooter/Desktop.rar> ↗

APK: <https://yasinkucuker.com/videogames/spaceshooter/Space%20Shooter.apk> ↗

Circle Dart

Casual Reflex Arcade Game

Developed a reflex-based arcade game focused on timing and precision mechanics. Implemented rotating targets, dart spawning, collision detection, level progression and score systems with PlayerPrefs-based data management. Designed increasingly challenging gameplay through object collision logic and responsive controls.

Technologies: Unity, C#, PlayerPrefs, UI Animation, Collision Detection, Singleton Pattern, Level Design, Android, PC

Desktop: <https://yasinkucuker.com/videogames/circledart/Desktop.rar> ↗

APK: <https://yasinkucuker.com/videogames/circledart/CircleDart.apk> ↗

I Love Earth

Educational Environmental Awareness Game

Developed an educational game focused on environmental awareness and sustainability. Implemented interactive gameplay mechanics, responsive UI systems, animations, and object interactions optimized for web-based gameplay experience.

Technologies: Unity, C#, WebGL, UI Systems, Animation, Game Logic

Gameplay: https://www.youtube.com/watch?v=HmFHFQBajU8&ab_channel=YasinKucuker

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Flappy Bird

Endless Arcade Survival Game

Developed a hyper-casual endless runner inspired by classic Flappy Bird mechanics. Implemented tap-based controls, procedural obstacle spawning, collision detection, score systems, infinite scrolling backgrounds, and PlayerPrefs-based high-score saving with animations and sound effects.

Technologies: Unity, C#, Endless Runner Mechanics, Procedural Spawning, PlayerPrefs, UI Systems, Animation, Audio Management, Android, PC

Desktop Version: <https://yasinkucuker.com/videogames/flappybird/Desktop.rar> ↗

APK: <https://yasinkucuker.com/videogames/flappybird/Flappy%20Bird.apk> ↗

Blade for Fight

2D Action Combat Game

Developed a 2D action combat game set in a dystopian future where robots fight for survival and self-repair. Designed core gameplay around melee combat mechanics, enemy interactions, and progression-based fighting systems. Implemented character movement, attack animations, collision detection, and combat feedback systems. Focused on atmosphere-driven storytelling with a dark sci-fi narrative and immersive gameplay loop. (Global Game Jam 2020 - Theme: Repair)

Technologies: Unity, C#, 2D Combat System, Animation System, Collision Detection, Game Mechanics, PC

Desktop Version:

<https://yasinkucuker.com/videogames/blade-for-fight/BLADE%20FOR%20FIGHT.rar>



EDUCATION

B.Sc. in Computer Engineering - Konya Technical University

2015 – 2020

Relevant Coursework

Konya

Algorithm and Programming I & II	Operating Systems (OS)
Object-Oriented Programming (OOP)	Data Structures
Database Systems	Visual Programming Languages
Web Programming	Algorithms (Advanced)
Advanced Programming Languages	Software Engineering

SKILLS

Technical Skills

- **Game Engine & Development:** Unity (Advanced), multi-platform game development, Android mobile game development, PC game development
- **Programming Languages:** C# (Advanced), Java (Android integration), JavaScript (web integration basics)
- **Core Unity Systems:** DOTween, Cinemachine, Tilemap system, sprite slicing, path-follow systems, Unity Recorder, mobile input systems, virtual input, FPS camera systems
- **Multiplayer & Online Systems:** Photon, Nakama
- **Game Architecture & Design Patterns:** Singleton, Observer, Factory, Object Pooling, Scriptable Objects
- **SOLID Principles:** Single Responsibility, Open/Closed, Liskov Substitution, Interface Segregation, Dependency Inversion
- **Unity Advanced Systems:** Advanced Inspector Tools, Custom Editor Tools, Custom Package Development, Assembly Definition Workflow, Animation Blend Trees
- **Gameplay Systems:** Mobile Input Systems, Locked Level Systems, Procedural/Random Path Generation, Event Listeners, Delegates, Unity Events, Audio Systems
- **UI/UX & Interaction:** Event-Driven UI systems, Responsive Mobile Controls, In-Game UI Animation Systems
- **Monetization & Analytics:** Google AdMob Integration (Banner, Interstitial, Rewarded Ads)
- **Optimization & Production:** Performance optimization for mobile, scalable architecture design, reusable component-based systems

Collaboration & Project Management Tools

- **Jira** → Agile project management, issue tracking, sprint planning
- **Miro** → Online whiteboarding, brainstorming, workflow visualization
- **ClickUp** → Task management, team collaboration, productivity tracking

COURSES

Unity Bootcamp

Robot Dream


Completed a comprehensive Unity Bootcamp covering game development fundamentals through advanced architecture and production-ready systems. The program included C# programming, Unity engine fundamentals, UI systems, physics, animations, input systems, camera systems, and mobile game development workflows.

Key technical areas included Visual Studio, GitHub version control, Unity UI and components, C# fundamentals (variables, conditionals, loops, methods, classes), event-driven programming, MonoBehaviour lifecycle functions, input systems, Instantiate mechanics, parent-child object hierarchies, DOTween animations, and path-follow systems.

Progressed into advanced Unity systems including character movement, collision systems, animation controllers, singleton pattern usage, cinemachine camera systems, spawning systems, particle systems, level design, PlayerPrefs data storage, enemy AI systems, mobile input integration, UI/UX animations, scene management, and AdMob integration (banner, interstitial, rewarded ads).

Advanced modules covered architectural patterns and scalable game development practices including Single Responsibility, Open/Closed Principle, Dependency Inversion, Singleton Pattern, Observer Pattern, Object Pooling, Factory Pattern, Scriptable Objects, and custom editor tools.


Technologies: Unity, C#, GitHub, DOTween, Cinemachine, AdMob, Scriptable Objects, Design Patterns, Android, UI/UX Systems

Certificate: <https://yasinkucuker.com/assets/certificates/UnityEN.pdf> 

English Course

AmericanLIFE

Completed a comprehensive English language program covering intermediate to advanced levels. Training focused on advanced grammar structures, functional English, and professional communication skills, including clauses, conditionals, modal verbs, passive voice, reported speech, gerunds & infinitives, phrasal verbs, idioms, and academic writing mechanics. Program emphasized both spoken and written fluency, with practical usage in professional and real-life contexts.

<https://yasinkucuker.com/assets/certificates/c2.pdf> 

02/2022 – 06/2024

Karaman