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# ERDEM GUNAY

GAME DESIGNER

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## TECHNICAL SKILLS

**Languages:** C#, C++

**Game Engines:** Unity, Unreal

**Version Control:** SourceTree, Git

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## EDUCATION

**George Brown College**, Game Design  
Graduate Certificate, with Honors, 2019

**George Brown College**, Game Programming  
Advanced Diploma, with Honors, 2016

**Anadolu University**, Industrial Design,  
Bachelor's Degree, 2012

**Anadolu University**, Photography Diploma,  
with Honors, 2012

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## AWARDS & CERTIFICATES

CompTIA A+, 2017

**George Brown Game Contest, 2<sup>nd</sup> place,**  
**(Color Billiard, Unity 3D puzzle game),**  
**2015**

**Dean's Honor List, 2010-2012, 2014-2016,**  
**2018-2019**

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## PROJECTS

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### WREST, SHAFTESBURY, DEVELOPER, 2020

- Virtual Reality Horror game, made in Unity Engine, released on Steam

### BUBBLE BLOOM, SHAFTESBURY, DEVELOPER, 2020

- Augmented Reality mobile game, made in Unity Engine, released on App Store

### WILD SANCTUARY, DIBS, LEAD PROGRAMMER / DESIGNER, 2019

- Augmented Reality mobile adventure, made in Unity Engine, won 2<sup>nd</sup> place in Niantic Beyond Reality developer contest

### CIRCLES & NUMBERS, SILLY WALK GAMES, TECHNICAL DESIGNER, 2019

- Casual mobile game prototyped in Unity Engine

### EXORCISM AT DUSCKRIDGE MANOR, CREATIVE & TECH DIRECTOR, 2018-2019

- Asymmetrical 1v1 couch game made in Unity 3D that was showcased in Level Up 2019

### HAVOC HIGHWAY, TECH DIRECTOR & GAME DESIGNER, 2018-2019

- 4 Player Arcade game made in Unity 2D for Level Up 2019

### 2020 ARMOR APP, LEAD PROGRAMMER, 2018

- Augmented Reality App prototype that connects to 2020 Devices via Bluetooth and displays information in real time, developed in Unity
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## EXPERIENCE

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### WREST

- Prototyped and developed many of the game's events and mechanics
- Created tools for the designers and ensured they are easy to work with

### BUBBLE BLOOM

- Designed and prototyped most of the events in the game
- Communicated directly with the lead designer to ensure the mechanics developed fit with the vision

### WILD SANCTUARY

- Designed multiple mini games, ensured they fit with the overall game philosophy
- Oversaw the 3<sup>rd</sup> party team, made sure the deliverables are up to the client's expectations and standards
- Made sure the delivered mini games are ready to be expanded upon after the release

### EXORCISM AT DUSCKRIDGE MANOR

- Designed the mechanics of the game and balanced the asymmetrical gameplay
- Oversaw the programming and art teams to ensure all aspects of the game complement each other

### HAVOC HIGHWAY

- Designed all mechanics of the game to ensure a fast-paced exciting experience
- Oversaw the programming and art teams

### 2020 ARMOR APP

- Designed the architecture of the code base
- Implemented the Bluetooth connection between the app and 2020 devices