
ERDEM GUNAY

GAME DEVELOPER

www.erdemgunay.com



erdemmehmetgunay@gmail.com



647 838 6365



www.linkedin.com/in/merdemgunay/

TECHNICAL SKILLS

Languages: C#, C++

Game Engines: Unity, Unreal

Version Control: SourceTree, Git

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

AWARDS & CERTIFICATES

CompTIA A+, 2017

George Brown Game Contest, 2nd place,
(Color Billiard, Unity 3D puzzle game),
2015

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

PROJECTS

WREST, SHAFTESBURY, DEVELOPER, 2020

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

BUBBLE BLOOM, SHAFTESBURY, DEVELOPER, 2020

- Virtual Reality PC game ported to mobile with limited Augmented Reality functionality. Made in Unity Engine, **released on App Store**

WILD SANCTUARY, DIBS, LEAD PROGRAMMER / DESIGNER, 2019

- Augmented Reality mobile adventure, made in Unity Engine, **won 2nd place in Niantic Beyond Reality developer contest**

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

- Casual mobile game prototyped in Unity Engine

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

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
-

EXPERIENCE

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

- Oversaw the programming team of 3, made sure the code base is up to the client's expectations and convention standards
- Made sure the code base is designer friendly and ready to be implemented in the final product

2020 ARMOR APP

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

EXORCISM AT DUSCKRIDGE MANOR

- Designed the architecture of the code base and wrote the main classes for the programming team
- Oversaw the programming team of 3, assigned sprint tasks, helped with their tasks and reviewed their code

HAVOC HIGHWAY

- Oversaw the programming team of 4, assigned sprint tasks, helped with the tasks and reviewed the code
- Designed the architecture of the code base and wrote the main scripts