

GÜLNAZ GÜRBÜZ

Senior Unity Developer

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PROFESSIONAL SUMMARY

Senior Unity developer with 6+ years of experience in mobile game development. Specialized in gameplay systems, performance optimization, editor tooling, and remote content delivery via Unity Addressables. Passionate about building reusable, scalable systems with clean SOLID architecture.

TECHNICAL SKILLS

Languages & Engines: C#, Unity 3D (6+ years)

Mobile Platforms: iOS, Android

Architecture & Patterns: Object-Oriented Programming (OOP), SOLID Principles, Design Patterns, Clean Architecture, Dependency Injection (DI)

Frameworks & Libraries: Zenject (DI Container), VContainer (DI Container), UniTask (async/await), R3 (Reactive Extensions), Unity Addressables

Specializations: Gameplay Systems, UI Architecture & Framework Design, Performance Optimization & Profiling, GPU Optimization, Editor Tooling & Workflow Automation, Remote Content Delivery (CDN), Live Operations (LiveOps)

Tools & Workflow: Git, Version Control, Unit Testing, Code Review, CI/CD basics

Languages: English (Professional Working Proficiency), Turkish (Native)

PROFESSIONAL EXPERIENCE

Senior Game Developer | Loop Games, Ankara, Turkey *May 2025 - Present*

- Owning core gameplay systems, performance optimization, and live-content delivery infrastructure.
- Designed and implemented an Addressables-based remote content pipeline that streams level data from a CDN, reducing initial app size and enabling rapid live updates without requiring App Store releases.
- Built robust, reusable gameplay mechanics from the ground up across several shipped projects.
- Shipped titles: Color Tap Blast, Jigsaw Journey, Money Sort: Merge Puzzle.

Game Developer | Revel Games, Istanbul, Turkey *Nov 2023 - Apr 2025*

- Worked on Wonder Match's core gameplay mechanics and live-ops features.
- Built internal developer tools to support team workflows, including a responsive Bézier package for UI animations and a Scene Toolkit for simplified scene management.
- Followed clean architecture principles when writing optimized, scalable code, with a focus on code quality and long-term maintainability.
- Wrote unit tests for safer iteration and took part in regular code review sessions to help keep the codebase healthy and consistent.
- Shipped title: Wonder Match.

Game Developer | Tool Games, Istanbul, Turkey*Jun 2021 - Sep 2023*

- Joined as a founding developer, contributing to every title shipped by the studio and owning core gameplay implementation, system architecture, and game economy design.
- Established a reusable project template built on clean SOLID architecture with Zenject (Dependency Injection) and UniTask (async/await), enabling rapid prototyping and scalable production across multiple titles.
- Played a key technical role in shaping core gameplay mechanics and balancing.
- Collaborated closely with designers and product to iterate quickly while keeping codebases production-ready.
- Shipped titles: Weld Run (Top 50 in US App Store), Collect Tickets (Top 110 in US App Store).

Game Developer | Suji Games, Istanbul, Turkey*Mar 2020 - May 2021*

- Developed multiple hyper-casual titles in a fast-paced prototyping environment, contributing to chart-topping releases that helped establish the studio's position in the global hyper-casual market.
- Shipped titles: Hyper Life (#1 in US App Store), Hyper Market (Top 10 in US App Store).

Lecturer | Kapadokya University, Nevşehir, Türkiye*Sep 2018 - Aug 2019*

- Taught the Basic Information Technologies course to multiple departments.
- Focused on the effective use of various technologies across different fields.

SIDE PROJECTS

Unity Design Patterns*unitydesignpatterns.com*

- Interactive guide to 21 software design patterns in Unity and C# with animated, hands-on examples.
- Built to help developers learn and apply software architecture patterns in game development.

Mobile Game Scope*mobilegamescope.com*

- Technical blog featuring deconstructions and mechanic analyses of top-charting mobile titles.
- Personal notes on Unity development, software architecture, and game design topics.

EDUCATION

Bachelor's Degree, Computer Engineering*2014 - 2018*

Erciyes University, Kayseri, Turkey