

Ayberk Türksoy

Unity Game Developer

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SUMMARY

Unity Game Developer experienced in building and shipping casual and puzzle games for iOS and Android. Skilled in C#, gameplay systems, modular architecture, mobile optimization, analytics, and monetization through freelance work, a Voodoo collaboration, and live production at Fugo Games.

PROFESSIONAL EXPERIENCE

Freelance Unity Game Developer, Self-employed

05/2026 – Present

Remote, Türkiye

- Developed two end-to-end Unity mobile game projects for a repeat client, targeting iOS and Android.
- Owned gameplay architecture, core mechanics, UI, progression, monetization, analytics, and release preparation from initial prototype to production-ready builds.
- Collaborated directly with the client on gameplay design, visuals, balancing, UX, and game feel, translating feedback into rapid iteration cycles.

Independent Game Developer, Voodoo Collaboration

03/2025 – 03/2026

Remote

- Owned end-to-end gameplay programming for Slime Blast, from core loop design and gameplay architecture to polished builds evaluated through multiple Voodoo testing cycles.
- Turned publisher feedback into testable gameplay changes within 24 hours by building modular, decoupled systems and reusable components.
- Optimized physics usage, draw calls, and memory allocation, and implemented object pooling to maintain stable performance on mid-range Android devices.

Game Developer Intern, Fugo Games

06/2024 – 08/2024

İstanbul, Türkiye

- Contributed to the live production of Words of Wonders by implementing gameplay and UI features within a large-scale Unity codebase.
- Diagnosed performance bottlenecks through profiling, improving UI responsiveness and reducing unnecessary rendering overhead.
- Reviewed and refactored existing modules for maintainability while collaborating with developers and designers in an established live-service workflow.

Game Developer Intern, AR AiTech

08/2022 – 09/2022

Remote, Türkiye

- Built gameplay mechanics and playable features for 3D hyper-casual prototypes, collaborating with designers in rapid build-test-iterate cycles under tight deadlines.

PROJECTS

Push to Hole – Physics-Based Strategy & Merge Mobile Game, Freelance Project

07/2026 – Present

- Sole Unity developer for a 40-level mobile game targeting iOS and Android, owning game design, gameplay programming, UI, progression, integrations, balancing, and release preparation.
- Designed and implemented a multi-lane physics-based push battle with queued unit merging, dynamic ball mass and radius, slopes, obstacles, boss encounters, team boosts, and momentum-based hole attraction.
- Built a modular architecture using interface-driven services, a type-safe event bus, object pooling, and ScriptableObject-based runtime level construction; created an Editor preview tool that reuses the production builder for consistent level authoring.
- Integrated rewarded and interstitial ads, remove-ads IAP, GameAnalytics event tracking, and Meta attribution.

Bridge Warriors! – Merge & Push Mobile Game  , Freelance Project

- Shipped Bridge Warriors! and delivered post-launch updates as the sole Unity developer, owning the lane-based merge-and-push core loop, UI, progression, balancing, and release pipeline.
- Built modular gameplay systems using interface-backed services and event-driven communication, enabling rapid iteration across levels, obstacles, boosters, and economy features.
- Implemented GameAnalytics funnels, AdMob rewarded and interstitial ads, in-app purchases, Meta attribution, and a WebGL playable ad for user acquisition testing.

05/2026 – 07/2026

Slime Blast - Mobile Puzzle Game  , Collaboration with Voodoo

- Designed and developed a slime-chain reaction puzzle prototype in Unity, implementing the core gameplay loop, combo systems, progression, and level flow.
- Iterated difficulty curves and early-game clarity across multiple Voodoo testing cycles, using publisher feedback and early retention signals to guide balancing decisions.

2025

Pawsome Fruit Merge 

- Designed, developed, and independently shipped a physics-based merge puzzle game for iOS and Android, reaching approximately 1,000 organic downloads without paid user acquisition.
- Implemented scoring, power-ups, progression, and leaderboard systems, contributing to 25+ minutes of average daily screen time per user.
- Optimized object pooling and collision handling, reducing CPU load by approximately 20% on low-end devices.

2024

EDUCATION

BSc. in Computer Engineering, Marmara University	09/2020 – 06/2024 İstanbul, Türkiye
Associate Degree in Computer Programming, Kadir Has University	09/2015 – 06/2017 İstanbul, Türkiye

SKILLS

Game Development Unity (2D/3D), Mobile Game Development, Gameplay Systems, Game Design & Balancing, UI Systems, Physics & Collision Systems, Animation Systems, AI (FSM, NavMesh), Performance Optimization, Debugging Mobile & Integrations iOS & Android Deployment, AdMob, In-App Purchases, GameAnalytics, Meta SDK & Attribution, App Store Connect, Google Play Console, Unity WebGL Playable Ads Additional Technologies Familiar with Java, JavaScript, and Python	Programming & Architecture C#, OOP, SOLID Principles, Design Patterns, Service Locator, Event-Driven Architecture, ScriptableObjects, Object Pooling, Data Structures Tools Git, GitHub, Rider, Visual Studio, Android Studio, Xcode, Unity Profiler
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LANGUAGES

Turkish Native	● ● ● ● ●	English Proficient	● ● ● ● ●
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