

MEHMET AKIF DUMAN

Game Developer | Computer Engineering Student

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LinkedIn GitHub Google Play

PROFILE

I am a fourth-year Computer Engineering student with over 3 years of experience in Unity and 1 year in Unreal Engine. I have developed and published a mobile arcade game named 'DuelinGO' and 'Block Filler 3D' independently on the Google Play Store. I am passionate about game development and have a strong foundation in programming, problem-solving, and working in collaborative environments.

EXPERIENCE



Game Developer Intern
DBK Games

June 2026 | 1 Month
Türkiye

- Completed a one-month compulsory summer internship on live game projects using Unreal Engine 4 and 5.
- Supported testing for MMORPG and shooter projects, helping identify gameplay and quality issues.
- Contributed feedback and practical suggestions on game mechanics and player experience throughout development.

VR Developer (Team Member & TÜBİTAK Scholar)
Bakircay VR Lab (TÜBİTAK 1002 Project)

Completed
Izmir, Türkiye

- Contributed to a TÜBİTAK-funded fire-extinguishing VR simulation project.
- Gained hands-on experience in VR technologies, simulation design, and collaborative development.

SELECTED PROJECTS

Block Filler 3D

2026

3D Puzzle Mobile Game. Gained experience in 3D game development, modeling, and modern UI/UX design.

DuelinGO

2025

2D Arcade Mobile Game. Developed and published independently. Integrated AdMob, IronSource ad systems, and GameAnalytics.

EDUCATION

Izmir Bakircay University
BSc in Computer Engineering
2023 - 2027 | GPA: 3.50

GAME ENGINES

- Unreal Engine 4 and 5
- Unity 2D/3D

PROGRAMMING

- C#
- C++

TOOLS AND SDKS

Git, Figma, AdMob, IronSource, Unity Ads, GameAnalytics

CORE SKILLS

- Game development and testing
- Gameplay feedback
- Mobile optimization
- Problem solving
- Team collaboration
- Basic 3D modelling

LANGUAGES

- Turkish (Native)
- English (B2 - Upper-Intermediate)