Mustafa Batuhan Cinoğlu

Gameplay Programmer

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SKILLS & INTERESTS

Languages: C#
Engines/Tools: Unity, GitHub, Miro, Trello
Game Development: Cross-disciplinary Development, Rapid Prototyping and Iteration, Production
Game Design: Technical Design, Gameplay Systems, Game Feel, Enemy Behaviors, Playtesting

FEATURED PROJECTS

Spinveil - Gameplay Programmer   January 2024 - December 2024
Roguelike Deckbuilder, Async Multiplayer - Solo Project - Unity

- Built a system to pull player data from the database and added asynchronous multiplayer functionality.
- Created a flexible item system that made it super easy to add and manage lots of items.
- Added localization support for multiple languages, including Chinese, to make the game accessible to a wider audience.

Wartory - Gameplay Programmer
3D Topdown Strategy, Async Multiplayer - Solo Project - Unity

- Built a system to pull player data from the database and added asynchronous multiplayer functionality.
- Created a flexible grid-based building placement system that made it much easier to manage and implement buildings.
- Used Unity Cloud Services to make saving and managing data easier.

Polyskier's Downhill Rush- Gameplay Programmer
Endless Runner - Team Of 3 - Unity

- Implemented ads and microtransactions for both Android and iOS platforms.
- Created a modular clothing system that made adding and managing accessories much easier.
- Developed a high-paced movement system that added a dynamic and fast-paced feel to the gameplay.

EXPERIENCE

Gameplay Programmer - CXG Gaming   March 2023-September 2024
Remote
- Learned how to collaborate effectively with game designers and artists, improving teamwork and project workflow.
- Learned the importance of prototyping and focused on improving my prototyping skills to quickly test and refine ideas.

EDUCATION

Bachelor of Management Information Systems   2025 September
Başkent University
- Learned the basics of C++ and Python, gaining foundational programming skills in both languages.
- Learned the basics of algorithms, workflow design, and how to create flowcharts to effectively plan and visualize processes.