



Abdulkadir Mat

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ABOUT ME

Game developer and gamer who loves everything about games
Check my projects from my website! <https://developmat.com>

WORK EXPERIENCE

Game Developer

Luna Games [15/07/2022 – 03/04/2025]

City: Samsun | **Country:** Türkiye

- I have been involved in various games, including hyper-casual, idle arcade, and puzzle genres.
- I was responsible for our hit game, Digit Shooter, which has over 5 million downloads, for six months.
- I have worked with different mechanics and systems.

Game Developer

Freelance [15/09/2021 – 15/07/2022]

City: Giresun | **Country:** Türkiye

While managing my e-commerce business, I was also experimenting with different mechanics in Unity. I developed games through project-based agreements.

Ecommerce Business owner

Self Employed [01/06/2021 – 15/05/2022]

City: Giresun | **Country:** Türkiye

I wanted to start an e-commerce business with the capital I had. However, I decided to leave e-commerce because I found game development more professionally fulfilling.

Game Developer

Hug Studio [01/01/2021 – 31/05/2021]

City: İstanbul | **Country:** Türkiye

In this start-up company, I was involved in all stages of the game development process. I also coded game mechanics within 3-4 day timeframes for trial purposes, such as creating ad video prototypes.

Game Developer

Happy Game Company [15/10/2019 – 31/12/2020]

City: İzmir | **Country:** Türkiye

I have worked on various game genres, including runner, simulation, and puzzle games.

Game Developer Intern

Midpoly Games [15/05/2019 – 15/09/2019]

City: İstanbul | Country: Türkiye

I've learned core game mechanics, usefull unity packages such as DoTween and Cinemachine. While developing games i've tried to apply solid principles and writing clean code

EDUCATION AND TRAINING

Computer Engineering

Karadeniz Teknik Üniversitesi [18/09/2014 – 20/05/2018]

City: Trabzon | Country: Türkiye

Drop off

Computer Science

Akademia Górniczo Hutnicza [20/09/2016 – 24/06/2017]

City: Krakow | Country: Poland

My erasmus education which lasts 1 year

LANGUAGE SKILLS

Mother tongue(s): Turkish

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** B2

SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

JOB-RELATED SKILLS

Job-related skills

- Able to develop hyper casual, idle arcade, casual, puzzle games at given time
- Strong understanding of object-oriented programming, OOP, design patterns & best practices
- Experience with debugging, profiling and performance optimizations
- Ability to write clean, reusable, reliable and optimized code
- Analytical problem-solving skills & understanding of algorithm design
- Comfortable with c# and it's features about unity/game development
- Experienced a lot of usefull package that help develop game and can adapt new packages to my game fast
- Knowledge at shader programming (At junior level but i did mini game using stencil buffer and added that feature to MKToon Shader)
- Comfortable with source control(github and sourcetree)
- Used notion, trello

ORGANISATIONAL SKILLS

Organisational skills

- Able to develop new ideas
- Leadership, I was leader of our Hearthstone (card game) team and our team won the tournament with huge lead
- Managing groups, I was organising board game nights to big groups at Krakow
- Making decisions quickly and effectively

COMMUNICATION AND INTERPERSONAL SKILLS

Communication and interpersonal skills

- Effective written and oral communication
- Familiarity to teamwork due to our group projects
- High adaptability to multicultural working environments
- Able to participate in group discussions
- Usage of advanced communication skills