

Abdulkadir Mat

Game Developer (Unity / C#) · Samsun, Türkiye · mat.abdulkadir@outlook.com · +90 546 557 35 28 · developmat.com

Summary

Unity game developer with 6+ years of experience across mobile and PC, from hyper-casual and idle arcade games to a solo-developed PC game. Took over Digit Shooter (5M+ downloads) for six months and built in-app purchase and subscription systems. Strong in C#, gameplay systems, profiling and clean, reusable code.

Technical Skills

- **Engine & language:** Unity, C#, Photon multiplayer (basic level)
- **Architecture:** object-oriented design, design patterns, SOLID, algorithm design
- **Genres:** hyper-casual, idle arcade, casual, puzzle, runner, simulation
- **Monetization:** in-app purchases, monthly and annual subscriptions
- **Unity packages:** DOTween, Cinemachine, Feel, MKToon Shader
- **Graphics:** shader programming at junior level (stencil-buffer mini game, extended MKToon Shader with the feature)
- **Quality:** debugging, profiling, performance optimization
- **Tools:** Git/GitHub, Sourcetree, Notion, Trello
- **AI-assisted workflow:** Claude integrated into Unity via MCP

Work Experience

PC Game Developer · Duckverse Studio, İstanbul · Feb 2026 – May 2026

- Sole developer of *No Return: Dark Oath*, a PC game built for Steam, owning gameplay, systems and implementation end to end.

Game Developer · LingoFun, İstanbul · Sep 2025 – Feb 2026

- Developed a range of game mechanics for the product.
- Implemented in-game purchases and monthly/annual membership subscriptions.

Game Developer · Luna Games, Samsun · Jul 2022 – Apr 2025

- Worked on hyper-casual, idle arcade and puzzle games, building a wide range of mechanics and systems.

- Took responsibility for the hit game *Digit Shooter* (5M+ downloads) for six months.

Freelance Game Developer & E-commerce Founder · Giresun · Jun 2021 – Jul 2022

- Built Unity games on project-based contracts while running my own e-commerce business, then left e-commerce to pursue game development full time.

Game Developer · Hug Studio, İstanbul · Jan 2021 – May 2021

- Took part in every stage of development at a start-up and built 3–4 day gameplay prototypes, including ad video prototypes.

Game Developer · Happy Game Company, İzmir · Oct 2019 – Dec 2020

- Worked on runner, simulation and puzzle games.

Game Developer Intern · Midpoly Games, İstanbul · May 2019 – Sep 2019

- Learned core game mechanics and Unity packages such as DOTween and Cinemachine, applying SOLID principles and clean code.

Education & Languages

- **Computer Engineering**, Karadeniz Technical University, Trabzon · 2014 – 2018 (did not graduate)
- **Computer Science (Erasmus exchange)**, AGH University of Science and Technology, Kraków, Poland · 2016 – 2017
- **Languages:** Turkish (native); English (listening C1, reading C1, writing B2, speaking B2)

Interests

Playing and studying games of all genres. Led our Hearthstone team to a tournament win, and organized board game nights for large groups during my Erasmus year in Kraków.