HÜSEYİN UMUT KARDAŞ

Game Developer
Trabzon, Turkey | 0538 557 8186 | kardasumt@gmail.com | Portfolio | LinkedIn
I have 4 years of professional experience as a game developer, specializing in Match-3, casual, hyper-casual, playable ads, and multiplayer games. I focus on gameplay, performance optimization, and scalable game architecture to deliver high-quality cross-platform experiences.

EXPERIENCE

February 2026 – October 2026 (8 months)
Game Developer | Silevel | Istanbul
I develop 2D and 3D driving games, focusing on vehicle feel, gameplay mechanics, level editor tools, and scalable game systems to deliver engaging player experiences.

May 2025 – January 2026 (9 months)
Game Developer | Surreel | Istanbul
Experienced in Match-3 game development, improving core mechanics, gameplay balance, level progression, UI, and animations to deliver engaging, scalable, high-quality games.

February 2023 – April 2025 (2 years 3 months)
Game Developer | No Surrender | Istanbul
Experienced with Addressables, Photon Bolt, and Azure PlayFab. I focus on performance optimization, AI bots, game mechanics, UI, and delivering high-quality projects in collaborative teams.

October 2022 – February 2023 (4 months)
Game Developer | Pointless Interactive | Istanbul

I develop core game systems with a focus on scalable, maintainable code using SOLID principles and design patterns. I prioritize readability, modularity, and long-term project maintainability.

EDUCATION

July 2025 – June 2027
Associate Degree in Web Design and Coding | Anadolu University, Open Education Faculty

SKILLS

Programming Languages: C#, Swift

Engine & Core Frameworks: Unity, Addressables, Cinemachine, NavMesh, Spine

Architecture & Patterns: Event-Driven Architecture (Event Bus), Dependency Injection (VContainer), Client-Server Architecture, State Machines, Object Pooling

Async & Animation: UniTask, DOTween, LitMotion

Performance Optimization: Memory/CPU/GPU Profiling, Zero-Allocation LINQ (ZLinq, LinqGen), Asset Streaming, Scene Loading Optimization, Frame Rate Stability

Networking & Backend: Photon (Bolt, Fusion), Firebase, PlayFab, RESTful APIs, Multiplayer Networking

Tools: Xcode, Visual Studio, Git, Jira, Figma

References

Şahin Toprak | Founder **|** Silevel Studio
+90 532 154 4512

Mustafa Can Ak | Product Manager **|** No Surrender Studio
+90 531 584 2580