Hüseyin Akay

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Summary

I am a versatile problem-solver and tinkerer with a passion for developing innovative digital and physical products. My expertise in Unity game development is complemented by a diverse skill set, in topics like **3D modeling / shading**, **Linux** and **virtualization**.

With an approach on **feeling focused** game development, I prioritize user experience and engagement in every project.

Even my hands-on skills I use for building, fixing and giving things a second life reflect my natural inclination as a developer.

I get satisfaction out of using my energy **efficiently** in a **productive** way. I thrive on creative challenges and am committed to continuous learning and adapting to new technologies.

In a **good team environment**, I have been continually amazed and inspired by how my teammates utilize the tools and components I develop. Often re-imagining them or using them to work even better than I initially envisioned, which inspires me to motivate and push myself continuously...

Experience

Game Dev Garage | Game Developer | 2022 - 2024 (18 months)

- Spearheaded the development of a **peer-to-peer multiplayer Steam game** over 18 months as the sole developer who took a lot of responsibilities and by doing so gained experience in **game design**, **project management, marketing** and **publishing**
  - Designed the whole project with a **modular structure** that had minimal reliance on external components. This enabled me to quickly experiment and do testing in isolation to find bugs
  - Leveraged modular design and **object-oriented** programming principles to create **reusable and scalable game systems**, such as a dynamic character stat system with runtime modifiers
  - Utilized Unity's **Prefab** system and **ScriptableObject**-based approach to create easily tweak-able and reusable game assets
  - Developed **flexible components** that could be easily integrated to trigger configurable events, leveraging universal design principles for rapid adaptation to diverse requirements

Kraker Studio | Game Developer | 2021 - 2022 (14 months)

- Developed 11 hyper-casual mobile games, one with over 5 million installs
  - Worked efficiently in a team environment as a developer who got involved in every aspect of development, like **visual art, sound design, ui/ux** and **game design**
  - Utilized **Unity Framework, C#, Linux, generative AI, virtualization, Git** version control and automated development tools to improve productivity
  - Gained experienced in **rapid prototyping** and development of hyper-casual games, leveraging reusable **templates**, systems, and **custom tools** to streamline the process

Tardis Enerji | Solar Energy Systems Technician | 2020 - 2021 (6 months)

- Installed and maintained solar energy systems
- Troubleshot and repaired electrical and mechanical components

Skills

- Proficiency in **Unity** Framework and it's components
- Proficiency in **object-oriented** programming, **modular** design, and game **architecture**
- Strong **problem-solving** and creative thinking abilities
- **C#, Git, Linux, Virtualization, generative AI**
- Blender 3D **modeling, animation, shading** and **rendering**
- Micro Controller Programming and basic Circuit Design
- Parametric 3D modelling **Fusion**, **Solidworks**
- Woodworking, 3D printing, metal and composite fabrication

Education

Ege University Aliağa M.Y.O. Metallurgy, Associate's Degree | 2017 - 2020

İskitler Meslek Lisesi Industrial Automation and Mechatronics, High School | 2011 - 2016

- Completed 3-day per week internship in the defense industry during final year