Nihat Hakan Altıparmak

Game developer

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Passionate Unity Game Developer with more than three years of experience in enhancing game performance and player satisfaction. Expert in Unity Engine, blending technical prowess with problem-solving skills to elevate gameplay and design. Achieved significant code optimizations, fostering team collaboration and project success. Skilled in mobile game development and analytical thinking, committed to pushing creative boundaries.

Skills

Mobile game development

Unity Engine Expertise

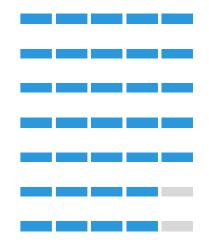
Performance Optimization

Problem-solving aptitude

Math aptitude

Analytical Skills

Game Design Principles



Work History

2022-12 - Current

Unity Game Developer

Giby Games, Ankara

- Improved game performance through rigorous testing and profiling, identifying bottlenecks in the process.
- Implemented robust game systems using Unity"s scripting API for streamlined development.
- Assisted in marketing efforts by creating promotional materials like trailers, screenshots, and demos.
- Contributed to project success by optimizing code, reducing overall development time.

- Worked closely with artists and animators to ensure seamless integration of visual assets into Unity projects.
- Designed intuitive user interfaces, improving overall player satisfaction and retention rates.
- Provided valuable feedback during playtesting sessions to refine gameplay experiences before release dates.
- Adapted quickly to changing project requirements while maintaining deadlines and quality standards.
- Troubleshot and resolved technical issues, ensuring smooth gameplay experiences for players.
- Increased user engagement with innovative gameplay mechanics and interactive elements.
- Integrated third-party assets and plugins to enhance game features and functionality.
- Managed version control systems, facilitating efficient team collaboration during development cycles.
- Balanced and adjusted gameplay experiences to increase critical and commercial success of product.

Ging Games, Ankara

- Implemented robust game systems using Unity''s scripting API for streamlined development.
- Participated in regular code reviews to maintain clean and efficient codebases across projects.
- Contributed to project success by optimizing code, reducing overall development time.
- Continuously updated skills with industry trends by attending conferences, workshops, and online courses related to Unity Game Development.
- Worked closely with artists and animators to ensure seamless integration of visual assets into Unity projects.
- Collaborated with cross-functional teams to deliver high-quality games on schedule.
- Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.

Education

2015-03 - 2020-11 Bachelor of Science: Software Engineering

Atılım University - Ankara

Awarded with a high honor certificate

Member of TOGED

Additional Information

I am passionate about both chess and mathematics, enjoying the strategic depth and problem-solving skills that both pursuits foster. My love for studying advanced mathematical concepts, such as linear algebra and calculus, enhances my understanding of game mechanics, physics simulations, and algorithm design. I also believe strongly in the value of knowledge exchange with colleagues, as I find that sharing ideas and learning from others helps not only improve team dynamics but also fosters continuous personal growth.

Interests

Chess

Math

Biology

Finance

Languages

Turkish: Native language

English

Advanced (C1)