

Seyfullah Çapkin

Game Developer & Lecturer

Istanbul · +90 544 864 3999 · seyfullahcapkin@gmail.com · seyfullahcapkin.com

Portfolio

Profile

With a career in the software industry since 2017, I have developed a strong passion for the gaming industry, leading me to create successful projects that have reached audiences worldwide. I am driven by a deep interest in technology and continuously strive to expand my expertise. Currently, I am focusing on enhancing my skills in C++, SQL, and Python to stay ahead of industry trends and improve my technical proficiency.

Work experience

Beykoz University, Lecturer | Istanbul, Turkey

09/2024 - Present

- Teach game development courses focused on C# and Unity, providing students with practical knowledge and skills to create interactive and engaging games.

Freelance, Game Developer | Istanbul, Turkey

06/2023 - Present

- Offer game development and performance optimization services to companies and individuals, leveraging extensive knowledge and hands-on experience to deliver high-quality, efficient, and scalable solutions.

Gameflex, Game Developer | Istanbul, Turkey

11/2021 - 02/2023

- Contributed to the development of two successful mobile games and several additional titles within a fast-paced studio environment.
- Engineered a modular and scalable data management system using Zenject (Dependency Injection) and JSON-based serialization, improving maintainability and reusability across projects.
- Gained deep proficiency in Unity's performance optimization tools, including Memory Profiler, Garbage Collection, SRP Batcher, and Frame Debugger, leading to the development of performance-critical game systems.
- Enhanced cross-platform development capabilities through practical experience with Firebase, Xcode, and Android Studio, effectively resolving platform-specific issues.
- Collaborated with designers, artists, and QA engineers to ensure games delivered a smooth and engaging user experience across devices.

Trifles Games, Game Developer | Istanbul, Turkey

06/2021 - 11/2021

- Developed a custom level editor specifically designed for runner-type games, allowing designers to efficiently build, iterate, and manage game levels through an integrated and user-friendly editor workflow.
- Focused on enhancing game feel and quality by implementing subtle design and gameplay refinements, contributing to a more polished and immersive player experience.

Virtual Projects, Game Developer | Istanbul, Turkey

06/2020 - 06/2021

- Acquired hands-on experience with advanced gameplay and visual systems, including Bezier curves and splines for path and movement design.
- Designed and implemented a visual-only portal system to enhance spatial navigation and player perception.
- Developed custom Sprite and UI-specific shaders to achieve stylistic consistency and performance optimization in 2D interfaces.
- Built a node-based pathfinding algorithm tailored for custom level structures, improving AI navigation and in-game responsiveness.

Education

Beykoz University, Digital Game Design

GPA:3.31

2019 - 2023

Karadeniz Technical University, Computer Engineering

I dropped out of university in 3rd grade

2012 - 2016

Skills

Programming Languages: C# - advanced; HLSL - intermediate; C++ - intermediate; Python - beginner; SQL - beginner; .Net -beginner

Engine: Unity - advanced, Unreal Engine- beginner

Tools: Github - advanced; Sourcetree - advanced; XCode - intermediate; Android Studio - intermediate; Bitbucket - intermediate; Trello - advanced; Jira - intermediate;

Fields: Gameplay, Tools, Scripting, UI, SDK & Third Party Software Integration

Languages: Turkish - native; English - intermediate