

Mustafa Kaan Güngör

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Experience

Indie Game Studio, ATOM, ODTÜ Teknokent

Unity Developer

January, 2025 - Present

- Programmed core mechanics for 4 distinct game prototypes in collaboration with teams of 2D and 3D artists.
- Developed and released a physics-based platformer on itch.io.
- Implementing gameplay architecture and core logic as the primary programmer for an unannounced indie title.
- Designing core gameplay loops and systems for "Capital Empire," a cross-platform (Mobile/PC) strategy game.
- Executing pre-launch marketing strategies and community management for "The Facility," an upcoming indie horror title on Steam.

Beam Teknoloji

IT Intern

July, 2026 - Present

- Deployed and secured a public-facing application on AWS EC2 utilizing Nginx, Cloudflare DNS, and Let's Encrypt (TLS + HSTS) with a GitHub Actions CI/CD pipeline for automated deployments.
- Developed custom security and observability tools using Python and Bash to monitor system infrastructure

Education

Gazi University

Computer Engineering, Faculty of Technology | 4th Year Student | CGPA: 3.17

2022 - Present

Courses

Artificial Intelligence and Technology Academy

Game Development with Artificial Intelligence Class

November, 2024 - July, 2025

- Participated in Project Management, Entrepreneurship and Unity courses made by Google.

Organizations

Gazi University Digital Game Design Community

Community President

May, 2024 - November, 2025

- Directed a 4-week Unity training program and coordinated technical Q&A panels with industry professionals.

ÜNOG

Ankara Representative , Physical Organization Team

January, 2025 - August, 2025

- Coordinated logistics and operations for multiple physical networking events and developer meetups.

Gazi University Entrepreneurship and Communication Community

Social Media and Events Manager

September, 2022 - October, 2023

- Managed event operations for the "Find Your Co-Founder" initiative at METU Technopark Startup Centrum.
- Facilitated organizational processes and field operations for the Girişim23 summit at ATO Congressium.

Skills and Capabilities

Engines & Tools: Unity (3D, 2D and VR/AR), Unity Profiler, Cinemachine, DOTween, Git, GitHub

Programming Languages: C# (Upper-Intermediate), Python (Intermediate), Java (Intermediate)

Infrastructure & Administration: Docker, Linux, Nginx, Zabbix, Ansible, AWS, Bash

Languages: Turkish (Native), English (C1)