

Emir Beşir

Unity Game Developer

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About Me

Unity Game Developer specializing in scalable gameplay architecture for mobile.

Experience

Arvis Games, Software Engineering Intern

Remote

Developing gameplay and UI systems for an unannounced mobile game. Managing core architecture, feature implementation, and performance optimization.

Feb 2026 – present

- Refactored core systems by creating reusable commands and decoupling visual layers via signal-driven architecture.
- Implemented reactive state management (R3). Integrated async UI animations using UniTask and Object Pooling.

Kodland, Freelance Unity Instructor

Remote

2D/3D game development training delivered with Unity to 35 students aged 11-17.

Dec 2025 – Mar 2026

- Guided students through 3D endless runner, 2D platformer, and Photon multiplayer 3D FPS projects.

Projects

Less is More (Itch.io)(GitHub)(Video)

Dec 2025

2D Platformer Game

- Placed **1st out of 7 teams** in the final jam of the BTK Academy Advanced Unity Bootcamp.
- Core mechanic built around persistent ragdolls with responsive controls (coyote time, jump buffering).

Raze Maze (Itch.io)(GitHub)(Video)

Dec 2025

3D Puzzle-Platformer Game

- Reached the **finalist top 20 out of 255 teams** at StartGate Jam 2025.
- Custom post-processing shader used to restrict player vision and temporarily reveal explored areas.

The Last Jack (Itch.io)(GitHub)

Oct 2025

3D Platformer Game

- Ranked **#10 in Mechanics out of 286 entries** at the Gamedev.tv Halloween Jam 2025. (Solo)
- Atmospheric world built around physics-based rolling mechanics and dynamic lighting.

Education

BSc Istanbul Aydın University, Software Engineering

Istanbul, Türkiye

- GPA: 3.46/4.00

Sept 2021 – present

Google Artificial Intelligence and Technology Academy, Game Development

Remote

- Unity Basics, Advanced Unity, AI-Enhanced Game Development, Game Art, Project Management

Dec 2024 – Aug 2025

Skills

Technical Skills: C# (OOP, SOLID, MVC), Unity (2D/3D, URP), Git, GitHub

Unity Skills: Dependency Injection (Zenject), DOTween, Shader Graph, R3 Reactive Extensions, UniTask, Object Pooling

Languages: Turkish (Native), English (Fluent)