Furkan Canturk

Summary

Unity gameplay systems designer and programmer with 2+ years in C#. Networked multiplayer, AI behaviour and simulation systems, with two published Unity assets and a shipped Google Play title.

Skills and Experience

- 2+ Years of **C#** and Game Development with **Unity**
- Version control with **GitHub** and **Tortoise SVN**, applied across personal projects, team coursework, and professional internship
- Built AI characters on state machine behaviours and NavMesh agents, with locomotion driven by Animator controllers, blend trees, and transition parameters
- 2D asset creation and integration: pixel art, sprite animation, character art, UI design, and game posters; applied in Sled Slope, Block Breakout, and others
- Rapid prototyping across systems design, level design, and gameplay mechanics
- Used **UnityEvents** and delegates to reduce direct method calls and optimize gameplay event handling
- Used **ScriptableObjects** for data-driven game design, managing reusable entity and configuration data across projects

Programming: C# (primary)

Engine & IDE: Unity, Visual Studio, VSCode

Project Management: Jira, Trello, Notion

Version Control: GitHub, Tortoise SVN, Assembla

Art & Design: Adobe Photoshop, Illustrator, Premiere Pro, Autodesk Maya, Penpot

Productivity & Office: Google Workspace, Microsoft Office Suite

Work Experience

Phantom Compass **Toronto, ON**

Junior Developer, Remote Internship *March–April 2026*

- Built and iterated on a playable game prototype in Unity as part of a small remote development team.
- Implemented deck canvas, TextMeshPro fixes, and dynamic text rendering via TextAnimator for the game's UI layer.
- Engineered a C# dynamic asset loader for the deck view, reducing manual content wiring for designers.
- Tracked and reproduced bugs using **Tortoise SVN** and **Assembla**; ran structured playtesting sessions to validate fixes.

Projects

Unity Asset Store, Itch.io **Network + Lobby System: Published Asset:**

April 2026 *Link to: Unity Asset Store*

- Built and published a ready-to-use **Photon Fusion 2** multiplayer lobby system for **Unity 6** across three platforms.
- Features host/client architecture, join code session sharing, faction switching, customizable lobby sizes, and synced player prefabs.
- Wrote full setup documentation covering dependencies, account configuration, scene setup, and known limitations.

Player + NPC Behaviour Framework: Published Asset:

July 2026 *Link to: Itch.io*

- Published a NavMesh-driven NPC AI and player controller package, fully animated with implemented Animator controllers, blend tree locomotions and ready to retarget onto any Humanoid or Mixamo rig.
- Enemy decision logic runs on state machine behaviours, with locomotion driven by blend trees and transition parameters.

Crown of Domination **Social Multiplayer Game: Unity 6, Photon Fusion 2**

Jan–April 2026 *Itch.io Page*

- Multiplayer social strategy game with asymmetric roles and faction politics; builds available on request.
- Legitimacy Meter design shifts player loyalty based on King decisions, tax rates, and role changes.
- Mid-session succession system with voting phases, legitimacy penalties, and kill-based leadership transfers.
- Real-time multiplayer built on Photon Fusion 2, synchronized lobby, player interaction, role assignment, faction switching, and game objectives.

Personal and School Works **Portfolio Website:**

2022–Present *https://frkncx.github.io*

- Built **Erebus** in 2 days, a 3D strategy game with a DNA economy, time-scaled enemy spawn director, custom Maya models and a Fresnel rim shader in URP.
- Published post-mortems and technical breakdowns of my own systems: *Erebus*, *Realms of Uldar* and *Encyclopedia Galactica*.
- Shipped science simulations and AI behaviour projects with polished UI and unique mechanics, examples at `https://frkncx.itch.io/`.
- Solo-developed and published **Block Breakout** on Google Play in Unity, from prototype through internal and open testing to production, with CSV-driven data systems managing scoring, difficulty and power-up values at runtime.
- Designed game logos, icon sets, and menu UI across shipped projects.

Education

Conestoga College **Kitchener, ON**

Game Design Program *2024–2026*

- Graduated with 3.94 GPA at high distinction.
- Shipped 10+ weekly game jams and level prototypes under consistent deadlines, examples at `https://frkncx.itch.io/`
- Developed 2D & 3D games and multiplayer systems in Unity using **Netcode** and **Photon Fusion**.
- Applied **UI/UX** best practices; managed team projects of 3–4 using **Trello** and **GitHub** each semester.

Certificates

Coursera **Online**

C# Programming for Unity Game Development *2023*

Certificate Link