



TAHA KOYUTÜRK

GAME DEVELOPER / QA GAME TESTER

Profile

Education

2018 - 2023
Computer Engineering
Çankaya University

Skills

- Unity, Unreal Engine 5
- C#, Blueprint
- Rapid Prototyping
- Core Loop Design
- Mobile Optimization
- Object Pooling
- UI/UX Implementation
- Git / Plastic SCM
- Functional & Regression QA
- Bug Reporting & Documentation

Contact

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Github

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Address

Balgat / Ankara

Game Developer & QA Tester with experience in Unity, Unreal Engine 5, and mobile game development.

13+ months of professional QA experience in both multiplayer desktop and mobile talent-based games.

Skilled in fast prototyping, core loop creation, mobile optimization, and debugging.

Developed multiple prototypes and personal projects, most recently Forest Harvest, an early playable prototype demonstrating motivation and potential in lightweight mobile gameplay development.

Experience

QA Game Tester — Good Mood Games

Apr 2023 – Nov 2023 (7 months)

Tested multiplayer desktop gameplay, UI/UX, and performance.

Reported & tracked bugs; verified fixes with developers.

Checked network sync, latency, and multi-client stability.

QA Game Tester — Midas Games

Dec 2023 – May 2024 (6 months)

Functional & regression testing for mobile talent-based game.

Verified reward systems, events, and core gameplay loops.

Ensured device compatibility and overall user flow stability.

Game Developer (Freelance & Personal Projects)

2019 – Present

Built multiple prototypes in Unity and UE5 (mobile, PC, VR).

Focus on rapid prototyping, core loop creation, and mobile optimization.

Most recent project: Forest Harvest — early playable prototype

focused on simple mechanics and performance.