

Mucahit Aygun

Unity Gameplay Developer

[linkedin.com/in/mucahit-aygun](https://www.linkedin.com/in/mucahit-aygun)
mucahiit.aygun@gmail.com

EXPERIENCE

Pixscore Games, Istanbul — Founder & Lead Game Developer

Jun 2025 - PRESENT

Developed and published mobile titles end-to-end; built scalable gameplay systems, monetization, analytics, backend, and release pipelines.

2Game Studio, Istanbul—Lead Unity Developer

Feb 2024 - Jun 2025

Led HDRP-based PC project Aquanima, built gameplay systems and custom shaders, optimized rendering and performance.

Slap Games, Istanbul — Lead Game Developer

Nov 2023 - May 2025

Led gameplay systems, rapid prototyping, production planning, and monetization—shipped Godstone Tactics.

Polyque Games, Istanbul — Unity Developer

Feb 2021 - Nov 2023

Contributed to 20+ shipped mobile titles. Worked on gameplay implementation, optimization, and monetization

PROJECTS *(Selected Projects from 20+ Shipped Titles)*

Godstone Tactics — Steam

Gameplay, custom multiplayer architecture, matchmaking, turn sync, and backend (C#, Node.js, MySQL).

Aquanima — Steam

High--visual HDRP-based PC project focused on graphics pipeline and rendering quality.

Happy Painting — Mobile Poppity Pop — Mobile

Casual and hybrid-casual games with monetization and live operations systems.

SKILLS

Unity

Gameplay Systems

Game Feel & Polish

Mobile Optimization

Memory Management

HLSL/CG & Compute Shaders

CPU&GPU Optimization

Unity DOTS

Parallel Programming

Multiplayer Systems

Backend Integration

Scalable Architecture

In-App Monetization

Custom Shading

EDUCATION

Bahçeşehir University
Digital Game Design
2020 – 2024

LANGUAGES

English: Conversational

Turkish: Native