

Ahmet Mesut KALAYCI

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SUMMARY

Hi, I'm Mesut, a Digital Game Design student at Istanbul Topkapı University. I'm a game developer with over four years of Unity experience, during which I've created and published numerous games on Steam, Google Play and itch.io. As a member of the Eaglebyte Games team, I contributed to various Unity projects and participated in multiple events and game jams. I've also worked with other engines Unreal Engine, PuzzleScript, and Twine and provided part-time support for Unity based applications.

EDUCATION

Istanbul Topkapı University <i>Bachelor's Degree in Digital Game Design</i> 100% Scholarship.	Istanbul, Türkiye <i>Sep. 2022 – Present</i>
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EXPERIENCE

Game Developer <i>Eaglebyte Games</i> Actively involved in the development of a computer game, working on game mechanics and coding.	Dec. 2024 – Present <i>Istanbul, Türkiye</i>
Game Developer <i>AR ARGE - Intern</i> Worked as a Unity Developer and Game Tester on AR/VR healthcare projects using the MRTK system, improving user experience and adding mini-games to enhance engagement.	Jul. 2025 – Aug. 2025 <i>Istanbul, Türkiye</i>
Unity C# Software Developer <i>Çiftçiler Elektrik - Part Time</i> Developed a payment system in Unity integrating 3D Secure and non-3D virtual POS using Garanti Bank's infrastructure.	Jun. 2024 – Nov. 2024 <i>Afyonkarahisar, Türkiye</i>

PROJECTS 🔗

Unity

- 100 Men vs 1 Gorilla**
Inspired by a popular social media trend, my team and I developed a 3D platform fighter game for Android in Unity. The game surpassed +4K downloads, reflecting its positive reception and growing player base.
- Bindary**
As a Game Developer, I'm working as part of a team on a two-player online co-op adventure game in Unity. The project features a playable demo and a ready Steam developer account, with the publishing process currently underway.
- Iron Defense**
I worked as a Unity Developer on a 3D real-time strategy PC game that I developed with my team. We had the opportunity to showcase this game before an audience at Digiage 2025.
- Raven Island**
I served as Team Leader and Unity Game Developer on Raven Island, a 3D tower-defense title where players defend their island base by strategically placing buildings to repel waves of enemy ships.
- Yola Gel**
I served as the team leader and Unity Developer on a 2D top-down game that taught players traffic signs in a fun and engaging way.
- Traffic Police Officer**
As a Solo Unity Developer, I developed a 3D Unity game in which players act as a traffic police officer to ensure the safety of pedestrian pathways.
- Tactical Defense**
Team Leader and Unity Developer on an Android casual game where police units defend against zombies and players control a sniper.

- **Magic Color Blocks**
Solo Developer of a match-3 puzzle game where players can instantly change block counts and colors, without any clogging issues.
- **Mythic War**
Team Leader and Unity Developer on a 2D strategy game featuring mythological characters and warring civilizations with special powers.
- **Fruit Road**
Solo Developer of a puzzle game where players draw paths to guide fruits into crates.
- **Trench Warfare**
Solo Developer of a WWI 3D strategy game where players spawn units to fight enemies in trenches.
- **Math Balloon**
Solo Developer of an educational game that teaches children math.

Game Jams

- **Flip Friends**
I served as a Unity Game Developer on the Jamination 8 “Unstable” project, where we built an online co-op 2D platformer within 48 hours.
- **Goatfather**
I served as a Unity game developer on the Goat Jam “World Without X” project, where I built a 3D single-player, post-apocalyptic base-defense experience featuring wave-based enemy assaults, console-controlled traps, and a generator-driven power management system for activating traps and weaponry.
- **Newcomer**
Unity Developer for a horror renovation game at Yıldız Jam 2025 (Unintentional theme), where players refurbish a bargain home and uncover its deadly secrets.
- **Flux Vision**
Unity developer in the 48-hour Banü Jam Opposites Attract, creating a 3D minimalistic action puzzle-platformer with a one-key light/dark dimension switch.

Unreal Engine

- **Harvest Farm**
Solo Developer of a 3D farming game where players plant crops to meet customer orders and sell the harvested produce.

Other Game Engines

- **Matador Game**
PuzzleScript-based story game where you play as a matador facing various types of bulls.
- **Escape From Reality**
Twine-based story game.
- **Favela Sniper**
JavaScript-based armed shooter game.

SKILLS

Programming: C#, JavaScript, HTML/CSS, Blueprint

Tech Skills: Game Design and Development, Level Design, Photon Fusion, Scripting, 3D Modeling, Debugging

Tools: Blender, Adobe Photoshop, Adobe Illustrator

Development Tools: Unity, Unreal Engine, Git, SourceTree, VS Code, Visual Studio, Rider

Languages: Turkish(Native), English(B1)