

CANBERK ELMAL

Unity Game Developer / Team Lead

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PROFILE

Unity Game Developer / Team Lead with 3+ years of professional Unity/C# experience (3 years 10 months as of August 2026) across released and in-development mobile, WebGL, and PC projects. Work spans dungeon, puzzle, runner, idle/merge, physics-based, and hybrid-casual gameplay. Hands-on across gameplay systems, UI, animation, game feel, profiling, pooling/caching, persistence, and third-party API/backend/database integrations. Experienced in multidisciplinary teams of up to five and a two-person game studio.

CORE SKILLS

Unity | C# | Mobile Games | WebGL | PC Games | Gameplay Systems | UI / uGUI | Animation | Game Feel
Unity Profiler | Performance Optimization | Object Pooling | Caching | Persistence | API / Backend / Database Integrations
Thirdweb / Third-Party APIs | Firebase | Web / HTML Data Retrieval | DoTween | Photoshop | Java

PROFESSIONAL EXPERIENCE

Filosoft | Game Developer / Team Lead

Feb 2025 - Present

- Develop and iterate gameplay, UI, and progression across The Last Endure, PipeHex, and Paint Pump.
- Optimized The Last Endure's multi-level dungeons through level storage, pooled object and dungeon elements, and lighting configuration.
- Built Paint Pump systems including pump upgrades, uGUI progression, persistence, particles, audio/haptics, and stage layouts.
- Collaborate across art, design, product, backend, and QA in teams of up to five; continue development and polish for PipeHex while building Paint Pump.

Game4U | Game & App Developer

Oct 2022 - Jan 2025

- Developed mobile and WebGL games with Unity and C#, implementing gameplay, UI, animation, game feel, progression, upgrades, and persistence.
- Applied profiling, pooling, and caching; integrated APIs, databases, and backend communication.
- Alongside this role, co-produced Galaxy Clicker and Rocket Launch in the separate two-person Blacktabb Games studio; publishing was handled through CrazyGames.

SELECTED PROJECTS

The Last Endure: Dungeon Escape | Steam, Mobile & Web | Dec 2025 | [Steam](#)

Three-hero dungeon crawler with class synergies, traps, status effects, resource management, and permadeath progression; contributed performance optimization across multi-level content.

Galaxy Clicker | Unity, C#, WebGL | Apr 2024 | [CrazyGames](#)

Personally developed the idle economy, merge loop, upgrades, progression, persistence, UI, animation, and game feel.

Rocket Launch | Unity, C#, WebGL | Jul 2024 | [CrazyGames](#)

Personally developed the physics-based launch, trajectory/fuel, checkpoints, upgrades, progression, persistence, UI, animation, and game feel.

EDUCATION & LANGUAGES

Biomedical Engineering, Işık University, 2019 | 100% English-taught program

Turkish - Native | English - Upper-Intermediate; comfortable with technical interviews and presentations