

Gökay Atay

Senior Game Developer

Game developer with an MSc in Game Technologies and 6+ years of shipped titles. Experienced in the systems that make a game great: robust, clean architecture at the core, performant gameplay and AI that feels right, data-driven pipelines and scalable frameworks that hold it together.

Contact

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Experience

Senior Game Developer

MildMania

Jul 2019 - Present

- Led **Color Bus Trip**'s development end-to-end. Built **scalable architecture, core mechanics, UI, monetization, and live ops**. Integrated internal framework and level editor to support legacy and new content pipelines, and boosted store **rating from 3.2 to 4.8**.
- Led **Knit N Loop** from concept to **1M+ downloads and top 1% retention** in its category, **managing a 6-person development team** and mentoring juniors through code reviews, pairing, and onboarding.
- Prototyped 80+ hybrid-casual and hyper-casual games** across diverse mechanics, with multiple reaching soft launch and release candidate. **Built the reusable systems** and tooling foundation that significantly **reduced iteration time** on every subsequent project.
- Built **Mayor Match** end-to-end with Rollic, from concept to launch. **Developed remote level editor systems**, implemented match-3 mechanics, and sustained two years of live ops, content updates, and feature releases.
- Built **data-bound UI** across multiple titles with an **MVVM** pattern (Unity-Weld).
- Integrated AI tools** into the development workflow, significantly **accelerating prototype iteration** and reducing manual overhead.
- Delivered core gameplay systems for **Wasteland Survival** (hybrid-casual tower defense) and **Lootland** (casual arcade shooter).

Engine Programmer Intern

TaleWorlds

Jun 2018 - Jul 2018

- Engineered editor tooling in TaleWorlds' proprietary C++ engine — **vertex/surface snapping and pivot alignment** — improving level-design workflow.

Education

MSc in Game Technologies

Hacettepe University
Oct 2020 - Feb 2024

- GPA: 3.98**

BSc in Computer Engineering

Hacettepe University
Sep 2014 - Jun 2019

- GPA: 3.71**
- 1st placement** in class
- High-honor student
- Minor in Mathematics**

Skills

- Unity
- Algorithms, Computer Graphics, Data Structures, Design Patterns, OOP
- C#, C/C++, Java, Python
- Live Ops

Languages

- English - Professional
- Turkish - Native