

# Yunus Emre Burkut

+90 505 417 41 17 · yunus.burkut@outlook.com

Turkey/Istanbul

[LinkedIn](#)

[GitHub](#)



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## SOFTWARE DEVELOPER

An experienced game developer with Unreal Engine and Unity experience, currently focused on Unity and actively developing expertise in this area. Passionate about industry-standard game development and continuously pushing boundaries.

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## PROFESSIONAL EXPERIENCE

**Zynga Turkey**  
**Mobile Game Engineer**

**Apr 2025 - Jan 2026**

- I was responsible for client-side development in Spades Plus and Gin Rummy Plus, including in game features user profile refactoring, shop improvements, and various pop-up systems.

**Frostline Games**  
**Senior Unreal Engine Developer(Heroes of the Dark Ages)**

**May 2024 - Mar 2025**

- Optimized the **Gameplay Ability System(GAS)** for character abilities in a multiplayer TPS MOBA game.
- Developed and implemented tools and parent classes to enhance team productivity and streamline workflows. With these improvements we completed the same task in **~20%** less time.
- Experienced in **CI/CD** workflows.
- C++, Unreal Engine 5, Reflection system, 3Cs, Unreal Insight, JIRA, Slack, GIT

**Funverse Games**  
**Lead Gameplay Developer(Hit and Boom)**

**Mar 2022 - May 2024**

- Optimized gameplay systems to ensure seamless performance in both client-side and server-side environments.
- GAS, CI/CD, C++, Unreal Engine 4, Reflection system, 3Cs, Plastic SCM, Slack.

**Funmoth Games**  
**Game Developer(Hit and Boom)**

**Mar 2021 - Mar 2022**

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## EDUCATION

**Bachelor of Engineering**

Bahcesehir University

Major: Computer Engineering

Minor: Game Development

## CERTIFICATIONS

[Multiplayer Gameplay Ability Systems](#)

## HOBBIES

I was played american football for 5 years.  
Currently coaching flag football team for my university.

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## PROJECTS

- [Gin Rummy Plus](#)
- [Spades Plus](#)
- [Hit and Boom](#)
- [Heroes of the Dark Ages](#)

## LANGUAGES

- English: Professional Proficiency (B2 – Upper Intermediate)
- Turkish: Native