

Defne Tunçer

Game Developer

defnetuncer98@gmail.com

Ankara, Türkiye

Senior Game Developer at MildMania Corp. with 6 years of building mobile games in Unity. Builds well-architected, optimized gameplay systems and ships polished features with a great eye for animations and UI. Loves thinking outside the box, problem-solving, and anything that's clever, meticulously crafted & made of pixels.

Senior Game Developer

2020 – PRESENT

MildMania Corp.

Led development of multiple mobile casual titles in Unity, working closely with developers, designers, and artists. Contributed to **70+ published hybrid-casual prototypes**.

- **Color Bus Trip, Knit N Loop:** Working with Voodoo, led development, A/B testing mechanics and monetization, shipping launch-ready titles within a strict deadline.
1M+ downloads, 200k DAU
- **Mayor Match:** Working with Rollic, programmed the match-3 mechanics, the level editor, live ops (events, teams, IAP), and a remote content management pipeline using Addressables.
1M+ downloads, 200k DAU
- Contributed to tower-defense title **Wasteland Survival** and arcade-shooter title **Lootland**, shipping core gameplay systems.
- Built reusable game and level-editor frameworks and AI-driven tools adopted across projects, with UX-friendly editors that let designers ship content independently, speeding up the whole team.
- Mentored junior developers through code reviews, pairing, and onboarding, helping them grow and ship independently.

HCI Lab Research Intern

2019

University of Maryland, USA

Developed a web app using Google Fit REST API to enable users to visualize their personal fit data. Data visualizations were built with D3.js and Tableau.

Advisor: Eun Kyoung Choe

Google Student Retreat Attendee

2019

Google London, UK

Invited to a 3-day event at Google London as one of the top 25 competitors in the KickStart coding competition, among 450 students from EMEA.

EDUCATION

MSc Computer Graphics

Hacettepe University

2020 – 2024

GPA 3.98

BSc Computer Science

Hacettepe University

2016 – 2020

GPA 3.68

SKILLS

Unity / C#

OOP / Design Patterns / SOLID

Algorithms / Data Structures

C++ / Java / Python

Git

ClickUp

Competitive Programming

Graphic Design

Blender / Maya

Shaders

LANGUAGE

Turkish - Native

English - Professional

LINKS

github.com/defnetuncer98

github.com/BlueVariable

linkedin.com/in/defnetuncer98

defnetuncer98.github.io