



Salih Ünal

Founder / Gameplay Programmer

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 [LinkedIn](#)

 [GitHub](#)

Skills

Core:

- Unity
- C#
- Gameplay Systems
- Game AI
- Prototyping
- Procedural Generation

Familiar With:

- Multiplayer
- Unreal Engine
- C++
- Shaders
- Godot
- Git

Languages

Turkish (Native)

English (Professional)

Interests

- Immersive Sims
- Board Games
- Cooking
- Science
- Astrophysics
- Nature Activities
- Game Jams
- Movies
- Indie Games

About Me

A **Gameplay Programmer** with 10 years of game-making history. Founder of NightByte Games and lead developer of the indie horror title **It Has My Face**. Created over [45+ games](#) in various genres using Unity, Unreal, and custom engines, with a focus on crafting gameplay mechanics that feel satisfying to play.

Experience

Founder & Lead Developer

Sept 2022 – Present

NightByte Games

- Personally implemented the majority of gameplay systems for two commercial Steam releases, including [It Has My Face](#), published by [Behaviour Interactive](#).
- Developed and released [Samurai Survivors](#) and [Corpoc](#)
- Led full development lifecycle: pre-production, Early Access, 1.0 launch, and singleplayer, multiplayer and post-launch updates.
- Managed a team of 4 and oversaw all publisher relations and project coordination.

Main Developer

Feb 2022 – May 2022

VR Future

- Developed game systems for an interactive VR animation, including VR-specific swimming and grab mechanics.
- Managed a team of 6 while bringing the vision of the director to life.

Programmer Intern

Aug 2021 – Sept 2021

TaleWorlds Entertainment

- Designed and implemented in-game quests and gameplay systems using the Mount & Blade engine.
- Quickly adapted to a large, existing C# codebase, contributing functional features immediately.

Education

Bachelor's Degree in Digital Game Design

Bahçeşehir University, 2022