


# Salih Ünal

Gameplay Programmer

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 [www.wolderado.com](http://www.wolderado.com)

 [tch.io](http://tch.io)

 [LinkedIn](#)

 [GitHub](#)

## Skills

- Unity
- C#
- Gameplay Systems
- Game AI
- Prototyping
- Procedural Generation
- 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 [50 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 and bringing the vision of the film 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