AHMETCAN GÜREL

GAME DEVELOPER / GAME DESIGNER

Cologne, Germany

gurelahmetcan@gmail.com

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gurelahmetcan.itch.io

SKILLS

Unity · C# · Game Design · JavaScript · React.js

AI TOOLS

Claude · Gemini · ChatGPT

LANGUAGES

English — CEFR C1

Turkish — native

German — basic

EDUCATION

TH Köln
MA, Game Development & Research
Sep 2023 – Aug 2026
Specializing in game design, player-centered development, and interactive experiences.

Hacettepe University
BSc, Computer Engineering
2017 – 2022
Specializing in computer engineering principles, software development, and problem-solving for interactive and technical systems.

Game Developer with 4+ years shipping mobile, PC and voice-driven titles. Passionate about player experience, rapid iteration and pushing the boundaries of game interaction.

EXPERIENCE

Game Developer / Game Designer
Mar 2025 – Present

Studio Bäsch GmbH · **Cologne, Germany**

- Led the full design and development of VoicePlay — an AI-powered trivia app that generates custom questions on any topic using generative AI.
- Built VoicePlay Kids: a screen-free, hands-free gaming experience for children featuring 8 mini-games controlled entirely by voice.
- Responsible for game design, prototyping and implementation across both apps.

Game Developer
Sep 2021 – Mar 2023

ByteTyper · **Istanbul, Turkey**

- Core team member on Racing Online (Rollic) — a flagship multiplayer mobile title with 10M+ downloads.
- Developed core gameplay mechanics and high-performance UI systems in Unity for a massive global player base.
- Maintained live ops features, balancing performance with frequent content updates in a casual multiplayer environment.
- Collaborated on rapid prototyping of multiple hyper-casual titles, focusing on fast-to-market execution.

Software Developer Intern
Apr 2021 – Sep 2021

Getir · **Istanbul, Turkey**

Developed web features using React.js for a global ultrafast delivery platform.

Frontend Developer Intern
Jul 2020 – Nov 2020

codeventure · **Istanbul, Turkey**

Started as intern, promoted to full-time Frontend Developer building web interfaces.

PROJECTS

Silent Witness
Steam ↗

SOLO DEVELOPER · **Unity, C#**

A dice-builder roguelike game in development. Designed and developed solo — currently available on Steam as a coming soon title.

VoicePlay & VoicePlay Kids
AppStore ↗

LEAD DEVELOPER & GAME DESIGNER · **Unity, AI APIs, Voice Recognition**

Two voice-first mobile apps: an AI-powered trivia game generating real-time questions, and a screen-free children's game suite with 8 voice-controlled mini-games.

More projects: **gurelahmetcan.itch.io**