

ISMAIL GÜVEN

GAME PROGRAMMER

CONTACT

- Stockholm, Sweden
- +46 720 194 931
- Ismailguven4@gmail.com
- www.ismailguven.com
- [Ismailguven4](#)

ABOUT ME

Passionate game programmer, specializing in tools and networking. Enjoys solving low-level technical challenges and building systems that empower other developers. With experience across both Unity and custom in-house engines, as well as six collaborative game projects, bringing strong teamwork skills and a solid understanding of the full game development pipeline.

SKILLS

- C++, C#, HLSL, Javascript, Lua
- DirectX 11
- Unity, Unreal Engine
- Custom Engine (C++)
- Tools Development
- Perforce / Git
- Agile Methodology
- Technical Communication
- Cross-disciplinary Collaboration

LANGUAGES

- Swedish (Native)
- English (Fluent)
- Turkish (Fluent)

EDUCATION

The Game Assembly | Higher Vocational Education

Game Programmer 2024 - 2027

- C++, from fundamentals to engine-level systems
- DirectX11 - real-time 3D rendering, shaders, and graphics pipelines
- Contributed to six game projects across genres including platformer, puzzle, adventure, and FPS.
- Six collaborative game projects in cross-disciplinary teams of 15 people
- Agile development methodology: sprint planning, retrospectives, and daily stand-ups
- Version control with Perforce, project tracking with YouTrack

KYH | Higher Vocational Education

Frontend Developer 2019-2020

- Covered HTML, CSS, Javascript, responsive design and UI/UX principles.
- Focused on translating designs into functional interfaces.
- Worked in agile team environment with sprint planning and iterative delivery

Blekinge Tekniska Högskola | University

Game Programmer 2018-2019

- Learned C++ fundamentals, memory management and object-oriented design.
- Included a group project that introduced collaborative programming and the basics of structuring a game codebase in Unreal Engine.