

Mustafa Çetin

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Skills

Languages: C, C++, C#, Java, JavaScript

Game Engines: Unity

Game / Graphics Frameworks: MonoGame, SFML,

Unity Frameworks: Zenject, VContainer, UniTask, StrangeIoC, DOTween, Addressables

Tools: Git

Education

Dokuz Eylul University – BS in Computer Engineering

Expected Fall 2026

Experience

Game Development Bootcamp, DIGIAGE 2025 – Turkey

April 2025 | Certificate

- Collaborated in a 5-member multidisciplinary team consisting of 2D artists, a game designer, and game programmers to develop a playable game prototype during an intensive bootcamp.

VR Game Developer Internship, MCBU XR Lab – Manisa, Turkey

Aug 2025 – Aug 2025

- Developed a VR exploration game in Unity set in the ancient city of AIGAI, featuring interactive navigation and task completion mechanics.
- Developed VR interaction systems in Unity, including precise hand tracking and grab mechanics, enabling natural object manipulation in immersive environments.
- Implemented a GPU-based texture painting system in Unity that converts world positions to UV coordinates for precise real-time drawing on textures.

Projects

Thief's Market store.steampowered.com/app/4213620/Thiefs_Market | mustafacetin.itch.io/thiefs-market

- Designed and implemented core stealth–trading gameplay: entering homes, avoiding NPCs and traps, stealing objects, and selling them to dynamic customer profiles in a player-run market.
- Built scalable level mechanics introducing new challenges in each house, enabling varied stealth puzzles and progression pacing.
- Designed a dynamic customer negotiation and pricing system utilizing the **Strategy Pattern** to define distinct purchasing behaviors (e.g., special customer, rich customer); this approach decoupled the pricing logic from the core trading loop, allowing rapid integration of new customer archetypes.
- Developed a modular **Finite State Machine (FSM) architecture** to manage dynamic enemy AI, seamlessly transitioning between patrol, suspicion, and pursuit states to ensure responsive and varied stealth challenges.
- Attended to **Mobidictum Games & Apps Summit Izmir 2026** with Thief's Market.

Blossom Flow

<https://play.google.com/store/apps/details?id=com.Hexapawa.BlossomFlow>

- **Inspired by Pixel Flow.**
- Built the core gameplay system for Blossom Flow, a Unity hybrid-casual sort puzzle, by modeling flower grids, pot capacity, conveyor movement, waiting slots, win/loss resolution, and restart flow in plain C# domain classes separated from Unity presentation.
- Architected gameplay and app services around **Reflex dependency injection**, registering systems through installers and using typed event interfaces to decouple UI, audio, loading, analytics, and gameplay resolution flows.
- Created **Unity editor tooling** for level creation and reusable LevelDefinition assets for faster prototype iteration with **Addressables**.