



M. Egemen Filiz

Game Developer

I am Mehmet Egemen Filiz, a game developer focused on gameplay programming, interactive systems, and atmospheric experiences. I turn ideas into clear, playable prototypes and improve them through research, testing, and iteration.

Contact

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Website

filizarts.com

LinkedIn

,<https://www.linkedin.com/in/egemenfiliz/>

Education

2024 - Present

Creative Media and Game Technologies

Hanze University of Applied Sciences

Expertise

- Unity Engine
- Game Development
- Prototyping
- Client Communication
- User Flows
- Process Flows

Language

Turkish

English

Experience

2026 March - Present Day

Filiz Arts

Founder

Developing a first-person sci-fi horror experience set aboard an unregistered space station, exploring themes of isolation, uncertainty, and cosmic dread. As the project's developer, I am designing and implementing the core gameplay systems, environmental interactions, and overall technical direction.

2026 February- June

Hanze University of Applied Sciences- The Crusaders

Lead Programmer / Game Designer

Developed an accessible team-based quiz game designed to engage elderly players through simple gameplay and physical controls. As Lead Programmer, I implemented the core input, question, scoring, save, and minigame systems and led the project's technical development.

2025 November - 2026 February

Hanze University of Applied Sciences- Blueberry Yam

Lead Programmer / Game Designer

Developed an immersive VR CPR training experience set in a nightclub environment, exploring how virtual reality can support emergency-response learning under pressure. As Lead Programmer, I implemented the core interaction systems and led the project's technical development.

2025 September-November

Hanze University of Applied Sciences- Golden Lemons

Lead Programmer / Game Designer

Developed a VR experience set in a future where humanity has left Earth, exploring themes of nostalgia and displacement. As Lead Programmer, I implemented the core interaction systems and led the project's technical development.

2025 May-July

Hanze University of Applied Sciences-K.T.S Entertainment

Solo Developer

Developed a first-person shopping game in Unity, implementing the core interaction, cart, pricing, and scoring systems.