



# Koray IYIDOĞAN

## Game developer

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📍 France - Lyon

🌐 <https://korayiyidogan.com>

## PROFESSIONAL SUMMARY

Passionate game developer with a strong interest in programming, gameplay, and interactive systems. With a background in IT, I develop game projects alongside my studies, focusing on storytelling and player experience. Curious and independent, I enjoy understanding and transforming ideas into playable experiences.

## WORK EXPERIENCE

### Freelance Developer

2025 / ongoing  
International

#### MESH'MAKER

- Creation of scripts and addons in gLua for Garry's Mod
- Custom user interfaces (HUD, interactive menus)
- Creation of 3D assets using Blender and Substance 3D Painter
- Export and integration into the Source Engine
- MySQL databases integration for persistent management of game data

### IT Support Apprenticeship

2023 / 2025  
FR - Schaeffersheim

#### BAUMERT

- Technical support for users (diagnosis and resolution of hardware and software incidents)
- Participation in improving IT infrastructure and automation of certain tasks
- Installation, configuration and maintenance of IT equipment (workstations, printers and peripherals)

## EDUCATION

### BTS SIO - Application Development

2023 / 2025  
FR - Strasbourg

#### IFIDE PARCOUR'SUP

Focusing on application development, database management and the fundamentals of computer systems

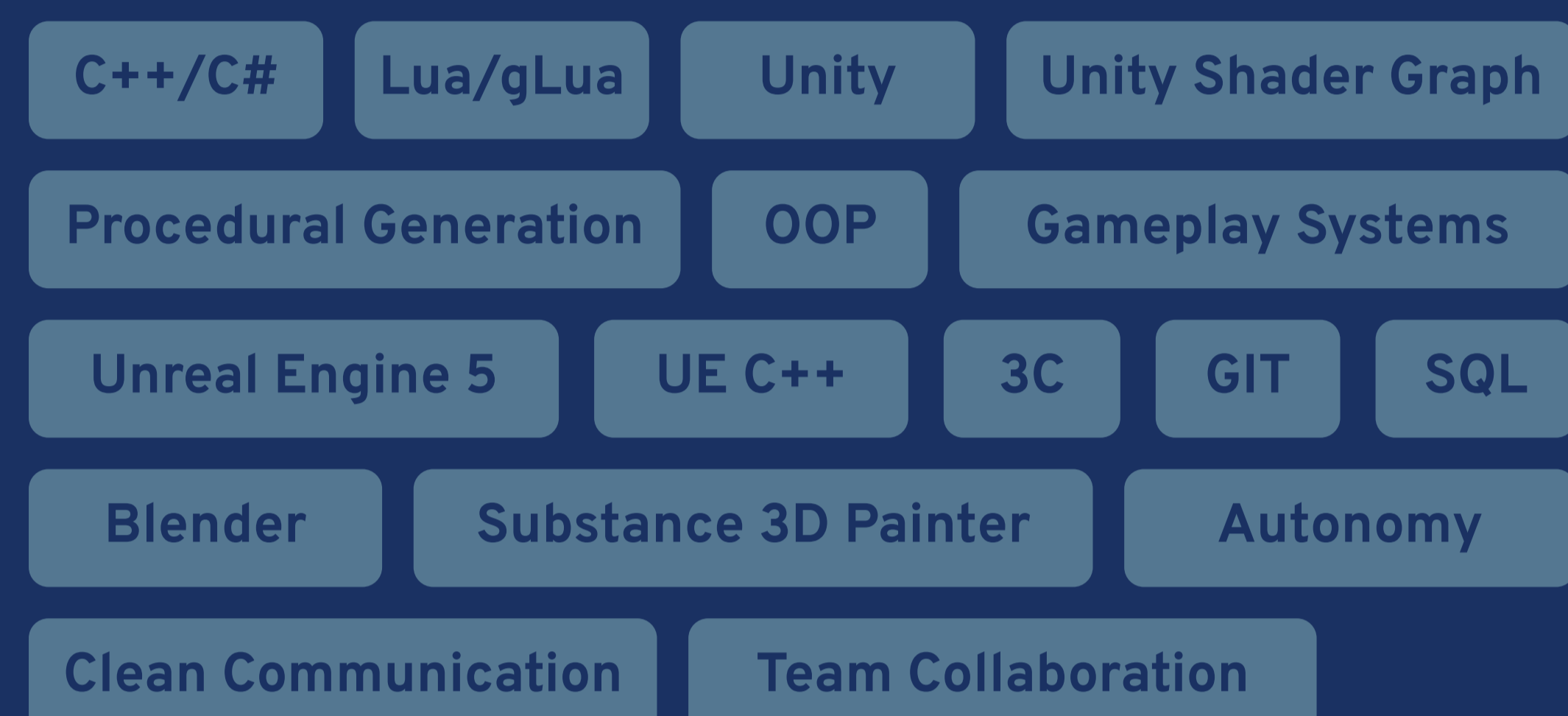
### Bachelor of Game Development

2025 / 2026  
FR - Lyon

#### GAMING CAMPUS

Bachelor's Degree in Computer Science Development, specializing in Video Games

## SKILLS



## LANGUAGES



## STRENGTHS

- Self taught & curious
- Passionate & enthusiastic
- Hardworking & committed
- Honest & reliable
- Flexible & adaptable

## INTERESTS

- Game development & interactive systems
- Reading (Orwell, Philip K.Dick, Lovecraft)
- Sports (gym)
- Music (piano & bağlama)
- Horror video games