

BATUHAN DEV

Unity VFX Artist & Animator

📍 Turkey | ✉️ batuhandev.game@gmail.com

🌐 [Portfolio](#) | 📁 [Sketchfab](#)

PROFILE

Unity VFX Artist and Animator with 8+ years of professional experience in Unity, specializing in real-time visual effects, UI and gameplay animation, shader development, and technical art for mobile games. Experienced in creating polished particle effects, UI animations, transitions, Spine-based animations, and custom shaders using Unity Particle System, DOTween, Unity Animator, Shader Graph, HLSL/Cg, and Amplify Shader Editor. Strong technical foundation in C#, Unity tools, mobile optimization, asset integration, troubleshooting, and collaboration with artists and developers.

TECHNICAL EXPERTISE

- **UI VFX & Animation:** Unity Particle System, UGUI, DOTween, Unity Animator, UI Transitions, Popup Animations, Interactive Feedback, Modular UI Effects, Prefab Workflows, Gameplay VFX, and Spine 2D Integration.
- **Shaders & Visual Development:** Shader Graph, HLSL/Cg, Amplify Shader Editor, UI Shaders, Masking, Dissolve Effects, Distortion, and Real-Time VFX.
- **Unity Implementation:** Unity, URP, C#, Unity Editor Tools, Prefab Architecture, Figma-to-Unity Workflows, Technical Troubleshooting, and Artist-Friendly Tools.
- **Optimization & Version Control:** Unity Profiler, Frame Debugger, Draw Call Optimization, Memory Profiling and Optimization, Texture Compression including ASTC, Git, Git LFS, Branching, Merge Conflict Resolution, and Pull Request Workflows.
- **Content Creation:** Photoshop, Substance Designer, 3D Modeling, Texturing.

PROFESSIONAL EXPERIENCE

Unity VFX Artist & Animator

Dec 2025 – May 2026

Self-Employed / Freelance

Remote

- Delivered UI and gameplay VFX, shaders, animation, and Unity integration services for multiple mobile game productions.
- Created polished effects and animation systems while adapting to established visual styles, technical pipelines, and mobile performance requirements.
- **Selected projects:** [MARVEL SNAP](#) by Second Dinner, Wordtopia by Evolve Games, an NDA mobile game, and an NDA mobile solitaire title.

Technical Artist / VFX Artist AI Consultant

Feb 2026 – Apr 2026

Confidential Silicon Valley-Based AI Firm

Remote / San Francisco, CA

- Provided technical-art expertise and specialist training data consultancy for a Silicon Valley-based AI company.

Unity Technical VFX Artist

Mar 2024 – Dec 2025

My Lovely Planet

Valencia, Spain

My Lovely Planet: Puzzle Match3

- Designed and developed complex gameplay and UI particle systems.
- Implemented and animated user interfaces inside Unity.
- Authored custom VFX and UI shaders using Cg, HLSL, Amplify Shader Editor, and Shader Graph.
- Integrated sprite-based and Spine animation assets into Unity.
- Developed custom Unity tools to improve art and asset-production pipelines.
- Implemented technical-art systems and production tools in C#.
- Created, implemented, and optimized 2D and 3D game assets.
- Collaborated with developers on code, rendering, and asset optimization.
- Managed project assets and technical-art workflows through Git.

Unity Technical VFX Artist

Aug 2022 – Mar 2024

Gameguru

Istanbul, Turkey

Wonder Journey: Match 3 Puzzle

- Created gameplay and UI visual effects using Unity's Particle System.
- Developed UI animations, screen transitions, and interactive feedback using DOTween and Unity Animator.
- Developed custom VFX and UI shaders using Cg, HLSL, Amplify Shader Editor, and Shader Graph.
- Integrated sprites, UI elements, and Spine animation assets into Unity prefab workflows.
- Created particle textures using Photoshop, Substance Designer, and Krita.
- Built Unity Editor tools and C# systems to improve asset integration and art-production workflows.
- Optimized VFX, UI animations, textures, shaders, and assets for mobile performance.
- Managed project assets and collaborative workflows through Git.

Technical Artist

Nov 2021 – Aug 2022

Fugo Games

Istanbul, Turkey

Words of Wonders: Crossword

- Integrated UI designs into Unity Canvas while maintaining visual accuracy and functionality.
- Developed game and UI animations using Unity Animator and DOTween.
- Created Unity tools to streamline the integration of art assets.

- Conducted technical-art R&D to improve production efficiency and asset quality.
- Improved game visuals through Unity Particle Systems and custom Cg/HLSL shaders.
- Optimized textures, materials, animations, and other art assets for mobile performance.
- Collaborated with artists and developers on shader development and visual implementation.

3D Artist / VFX Artist / Technical Artist | Fiverr

2020 – 2021

Delivered PBR environments, optimization services, custom shaders, 3D models, visual effects, and lighting setups for more than 50 freelance projects. Ensured visual quality and technical compliance within strict polygon, memory, and performance budgets.

Co-Founder | Bro-core

2020

Co-founded a hyper-casual game studio focused on rapid prototyping, gameplay development, technical implementation, and mobile game production.

EDUCATION

M.Sc. Engineering Management | Marmara University

2023 – 2024

B.Sc. Game Design (Minor in Computer Engineering) | Istanbul Bilgi University

2016 – 2021

LANGUAGES

English: Highly Proficient

• Turkish: Native

• Spanish: Working Knowledge