

Ömer Akyol

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Core Boom - 2026



Role : Gameplay programming. Added extra juice, extra game feel. Optimization for SPECS glasses.
Store : [SPECS Store](#),
Video : [Gameplay Trailer](#),
Tech : Lens Studio, TypeScript, SPECS

Demeo x Dungeons & Dragons: Battlemarked - 2025



Role : UI/UX programming and gameplay programming.
Store : [Meta Quest Store](#), [Steam](#), [PlayStation Store](#)
Video : [Trailer](#), [Gameplay](#)
Tech : Unity, C#, Meta Quest 3

Home Sports - (2024 - 2025)



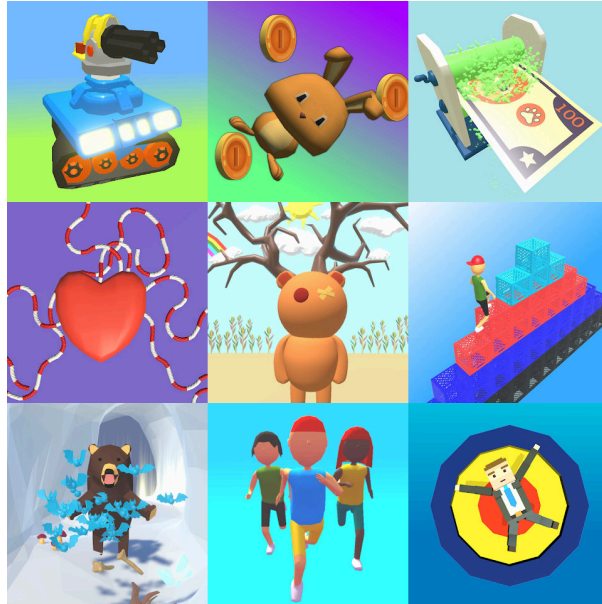
Role : Gameplay, Save system, Meta features (hand tracking, multimodal) and tool programming.
Store : [Meta Quest Store](#)
Video : [Trailer](#), [Gameplay](#)
Tech : Unity, C#, Netcode, Meta Quest 3

Dynamic Shooting VR - (2022 - 2023)



Role : Game programmer and designer.
Store : [Meta Quest Store](#), [Steam](#)
Video : [Trailer](#), [Gameplay](#)
Tech : Unity, C#, Meta Quest 2

Hypercasual Mobile Games - (2021 - 2022)



Role : Programmer & Designer. Made several games for Voodoo, Lion Studios and Supersonic.
Store : [Google Play](#), [App Store](#)
Video : [Hypercasual Games Playlist](#)
Tech : Unity, C#, Game Analytics

A Night at the Races - (2020 - 2021)



Role : Ported ActionScript Flash game to Nintendo Switch. Re-written the game in Unity.
Store : [Nintendo Store](#)
Video : [Trailer](#), [Gameplay](#)
Tech : Unity, C#, PlayFab, Nintendo Switch SDK

Midcore-Idle Mobile Games - (2017 - 2020)



Role : Programmer & backend maintainer. Implemented gameplay, tools, IAP and all 3rd party APIs.

Video : [Idle Tower Heroes](#), [Idle Food Court](#)

Tech : Unity, C#, PlayFab, IAP, Game Analytics

Super Retro Chase - 2019



Role : Solo project. Programmer & Designer.

Store : [Itch.io](#), [Google Play](#), [App Store](#), [One Store](#), [Crazy Games](#)

Video : [Gameplay Video](#)

Tech : Unity, C#, PlayFab, Multiplatform (Android, iOS, WebGL, PC)

Super Tower Rush - 2016



Role : Solo project. Programmer & Designer.
Store : [Itch.io](https://itch.io), [Google Play](https://play.google.com/store/apps/details?id=com.super.tower.rush), [App Store](https://apps.apple.com/us/app/super-tower-rush/id1234567890), [One Store](https://www.onestore.com), [Crazy Games](https://www.crazygames.com)
Video : [Gameplay Video](#)
Tech : Unity, C#, PlayFab, Multiplatform (Android, iOS, WebGL, PC)

Pool Elite - (2013 - 2014)



Role : Designed and developed game client and game server. Implemented all billiard game modes.
Video : [Gameplay Video](#)
Tech : Unity, C#, uLink (net code)

RaceRoom - (2010 - 2012)



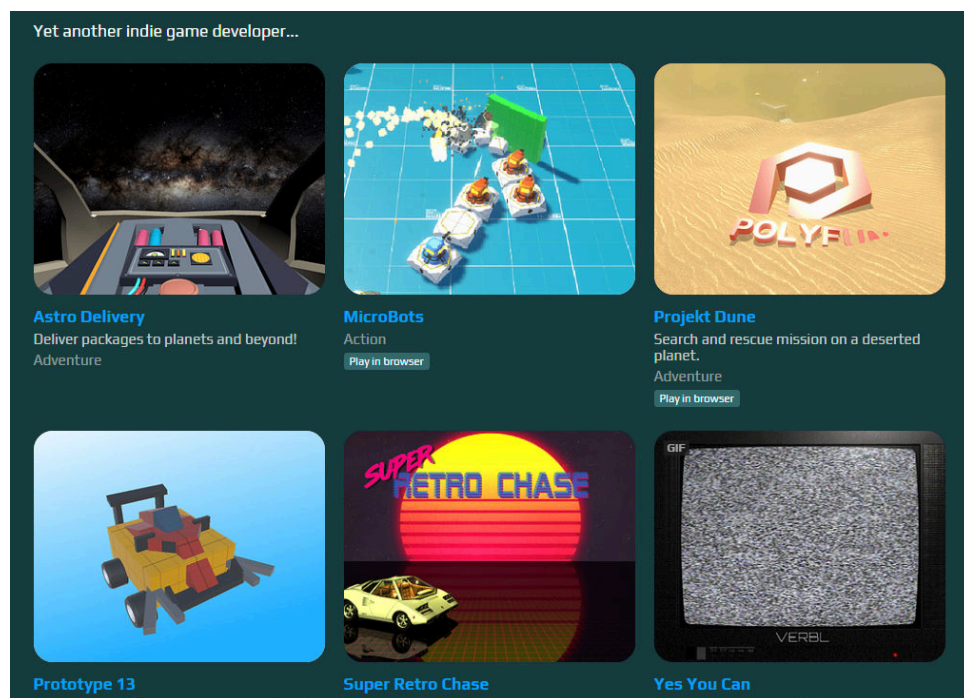
Role : Programmer. Implemented additional features, solved bugs, developed tools.

Store : game.raceroom.com

Video : [Gameplay Video](#)

Tech : C++, C#, WPF, ISIMotor Engine

Other Games & Projects



Itch.io Portfolio Page: tesla.itch.io



Delivered a talk on **Game Feel** at Kodla Conference. [Presentation Video](#)