

Gökhan Çalışkan

Frontend Developer · Game Developer (Unity / C#)

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SUMMARY

Frontend developer with 3+ years of production experience in React, Next.js and Nuxt, most of it on game products: real-time multiplayer clients, instant browser games, Telegram mini-apps and the dashboards behind them. Founder of Hotan Game, a four-person studio, where I design and build a Unity/C# title end to end: game design, Figma UI and code. Comfortable across the stack (NestJS, PostgreSQL, Redis, WebSockets) and owner of Cloudflare infrastructure for the products I work on. Moving toward full-time game development.

EXPERIENCE

Founder & Project Manager · Hotan Game (hotangames.com) · Remote Jun 2026 – Present

- Founded the studio and lead a 4-person team; own planning, scope, specifications and delivery across studio and client projects.
- Design and develop **Sink Protocol** with one teammate: a tactical naval deckbuilder in Unity/C# combining Battleship's hidden-information grid with Slay the Spire-style card play. Created the entire UI/UX in Figma and the design system that implements it in Unity.
- Deliver client software through the studio: ongoing development of **Plug Digital's** products (runmeal.co.uk, PlugOffice) and **PlayNpro**, a gaming platform monorepo with a NestJS API, RabbitMQ worker and three Next.js frontends on Prisma, PostgreSQL and Redis.
- Built the studio's corporate site with Next.js and Payload CMS.

Frontend Developer · Undisclosed (NDA) · Remote Oct 2025 – Present

- Build and maintain a large catalogue of real-time browser games (instant, table and multiplayer titles) with React, TypeScript and Vite on a shared in-house game runtime.
- Implement WebSocket game clients, provably-fair game flows and responsive layouts that run embedded on desktop and mobile.
- Work in a Turborepo monorepo with shared core packages and an embed SDK consumed by every game.
- Own the company's Cloudflare setup: DNS, deployments, caching and security configuration.

Freelance Web Developer · Self-employed Dec 2023 – Jun 2026

- Began building **Plug Digital's** products in 2025; the work continues through Hotan Game. **Runmeal**: multi-tenant food-ordering platform with Next.js storefronts and dashboard, NestJS API on PostgreSQL/PostGIS and Redis, Stripe and iyzico payments, POS integration; frontends deployed to Cloudflare via OpenNext.
- PlugOffice & Licence API**: organization-scoped CRM with a licensing service that gates features and access (NestJS, TypeORM, PostgreSQL).
- plugdigital.co.uk, the company site: Next.js 16 + Payload CMS 3 running entirely on Cloudflare Workers, D1 and R2.

Software Developer · Clicker Games · Remote Nov 2024 – Aug 2025

- Built Telegram mini-app games, landing pages and admin panels with Nuxt 3 and Vue.
- Developed NestJS microservices (auth, OTP, transactions, statistics) and Telegram bots with grammY.
- Integrated TON blockchain features (wallets, vesting and airdrop flows) across 40+ repositories.

SKILLS

Frontend	TypeScript, JavaScript, React, Next.js, Vue, Nuxt, Vite, Tailwind CSS, Three.js, Framer Motion, React Hook Form, Zod
Game development	Unity, C#, HLSL / ShaderLab, game & UI design, Figma, real-time WebSocket game clients
Backend	Node.js, NestJS, GraphQL (Apollo), REST, Socket.IO, Prisma, TypeORM, PostgreSQL, MongoDB, Redis, RabbitMQ
Infrastructure	Cloudflare (Workers, Pages, DNS, R2, D1), Docker, Vercel, GitHub Actions, Turborepo
Languages	Turkish (native) · English (B1 spoken; daily written communication with international teams)

EDUCATION

B.Sc. Management Information Systems · Anadolu University 2022 – 2026

Focus areas: information security and finance.

Civil Engineering, three years of coursework · Namık Kemal University 2021 – 2024

Left in the final year to work in software full time.