EMİRHAN ÇIBIK

SOFTWARE & GAME DEVELOPER / FULL-STACK / 3D ARTIST

emirhancibik.com.tr LinkedIn / Emirhan Çıbık GitHub / nikilislock

PROFILE

Software, game development and production infrastructure.

Developer building web, mobile and desktop applications since 2018, with hands-on work across backend, data models, interfaces and Linux infrastructure. At İSKİ, independently developed and deployed purchasing and warehouse systems and a mobile application, including the server setup. Began developing Roblox games at around age 13 and continue to work freelance across scripting, 3D modeling, rigging and animation.

PROFESSIONAL EXPERIENCE

01 CURRENT ROLE

Software Developer

İSKİ WASTEWATER TREATMENT / ASIAN SIDE — ISTANBUL

- Independently developed software for purchasing and warehouse operations, alongside a mobile application supporting the operational workflows.
- Set up the server environment single-handedly and commissioned the applications, taking responsibility for both software development and deployment.
- Analyzed procurement, warehouse and field processes; translated user needs into application requirements and connected data flows.
- Worked with operational users on application use, issues and improvements, with attention to access control, traceability and data integrity.

> The systems and mobile application were used in İSKİ's Istanbul Asian-side operations throughout my period of responsibility.

02 2018 — PRESENT

Freelance Software & Product Developer

INDEPENDENT / ISTANBUL & REMOTE

- Develop corporate web systems, administration panels, REST APIs, MySQL data models and role-based access structures using Node.js and PHP.
- Build Flutter, web, Android and Windows clients around shared APIs and data models; manage Linux, Docker, TLS and production releases.
- Implement AI-assisted summarization, classification, recommendations and workflow automation for operational needs.

Game development & technical practice

CIRCA 2018 — PRESENT / FREELANCE

Roblox Game Developer & 3D Artist

ROBLOX STUDIO / BLENDER

- Develop Roblox games, working across scripting, modeling, rigging and animation rather than a single isolated production stage.
- Create creature models and rig structures, prepare animation work and produce scene renders and promotional GFX.
- Build game environments and work on lighting and visual atmosphere; continue freelance game development.

SELECTED GAME PROJECT

Antler — Roblox Horror Game

CO-DEVELOPED PROJECT / GAME DEVELOPMENT & 3D

Co-developed Antler, a Roblox horror game. The portfolio includes the project's promotional GFX and an in-game environment, alongside creature modeling, rigging and rendered scene work from my game-development practice.

View project and production images ↗

TECHNICAL CAPABILITIES

BACKEND / DATA	Node.js, PHP, REST APIs, MySQL, data modeling, RBAC
CLIENTS	Web, Flutter, Android, Windows, mobile and desktop
GAME / 3D	Roblox Studio, scripting, Blender, modeling, rigging, animation, environment design, GFX
INFRASTRUCTURE	Linux, Docker, Tailscale, SSL/TLS, hosting, health checks, logging
REAL-TIME	WebRTC, ICE, STUN/TURN, H.264, secure media transport
AUTOMATION	AI features, workflow automation, PLC/Modbus diagnostics, reporting

EDUCATION

Associate Degree
Electrical Technology

Istanbul Gedik University
Gedik Vocational School
2024 — Present

RESEARCH

The Future of Hydrogen Energy: A Conceptual Review of Storage Technologies

Co-author with Ceren Aydın
Paper ID25 / ETSC'26
7–9 January 2026

Small-Scale Storage of Renewable Energy: Solutions and Applications

Co-author with Ceren Aydın
Paper ID4 / EDSK'25
2025

ORCID profile ↗

CONTACT & WORK

emirhancibik.com.tr
LinkedIn / Emirhan Çıbık
GitHub / nikilislock
Istanbul, Türkiye / Remote

FOCUS

Operational software.
Cross-platform applications.
Roblox games and 3D assets.
Deployment and infrastructure.

Project visuals, production stages and technical scope: emirhancibik.com.tr