

## TECHNICAL SKILLS

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- **Game Engines:** Unity, Custom In-House Engine
- **Platforms:** Browser, Windows, macOS, iOS, Android.
- **Programming Languages:** C, C++, C#, Java, JavaScript, Haxe, HTML, XML, CSS, Xamarin, Swift
- **Software Design Patterns:** SOLID, MVVM, MVC, Data Binding, State Machines, Event-Driven, Component-Based, Entity-Component-System (ECS), Dependency Injection, Observer Pattern, Object Pooling, Game Loop
- **Multiplayer Systems:** Client-server architecture, secure login and authentication, lobby and matchmaking systems, stateful backend logic, deterministic and real-time synchronization, rollback, session and room management, in-game chat and messaging, friend lists and gifting, seasonal leagues and player progression
- **Game Features:** Daily Rewards & Streak Bonuses, Leaderboards (global, regional, seasonal), Progression Systems (XP, level, unlocks), Gacha & Spinning Wheel Mechanics, Event-Based Content & Limited-Time Offers, In-App Purchase Integration & Soft/Hard Currency Systems, Interactive Tutorials, Push Notification Triggers & Session Retention Logic, Player Stats Tracking & Achievements, Matchmaking and Queueing Systems, Deck Building

## PROFESSIONAL EXPERIENCE

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### Janus Interactive *Fulltime-Remote*

London, UK

June 2022 - May 2025

**Title:** Senior Game Developer

<https://janusinteractive.co.uk>

As a **Senior Game Developer** & **Senior UI/Tools Engineer**, I played a pivotal role in architecting and developing core gameplay systems, multiplayer synchronization, and high-performance UI frameworks. I worked closely with cross-functional teams to deliver **scalable, data-driven, and highly optimized game features**, ensuring seamless player experience and efficient development workflows

#### Key Contributions:

- **Designed and implemented scalable gameplay systems** with a strong focus on **data-driven** architecture, **modularity**, and **maintainability** to support long-term development.
- **Engineered client-server synchronization** for multiplayer gameplay, ensuring deterministic turn-based mechanics, state machine, and optimal network performance for a smooth gaming experience.
- **Developed advanced UI systems** leveraging **MVC, MVVM, and Data Binding**, allowing designers and developers to work in parallel while maintaining real-time synchronization with server data.
- **Engineered and optimized game tools** for **Spine animation, content creation, and live game management**, improving iteration speed and overall development efficiency.
- **Optimized performance across platforms**, applying **frame debugging, memory profiling, and render pipeline optimizations** for stable frame rates and minimal resource overhead.
- **Collaborated cross-functionally to integrate game features with Git, JIRA, and Agile workflows.**
- **Mentored and led junior developers**, improving **code quality**, establishing best practices in coding, debugging, and system architecture to enhance team efficiency.

### Digitoy Games

Izmir, Turkey

November 2019 - June 2022

**Title:** Game Developer *Fulltime-Office*

<https://digitoygames.com/>

Turkey's leading game company in the multiplayer casual board games sector with **over 1 million DAU**, I played a **key role** in the **entire development lifecycle**, from **game engine development** to **live game feature implementations** and **optimizations**.

#### Key Contributions:

- **Engine & Rendering Optimization:** Contributed to the **in-house game engine (C, C#)**, optimizing **draw calls, frame buffering**, and enhancing **shader** performance for **cross-platform** stability.
- **Multiplayer & Client-Server Synchronization:** Engineered **real-time networking solutions**, ensuring seamless **gameplay synchronization, packet loss mitigation, and server-client consistency** across highly active multiplayer sessions.
- **Live Game Development & Feature Implementation:** Led the development and **deployment of 8 live multiplayer games, implementing weekly content updates, gameplay features, and data-driven** features to enhance engagement and retention.
- **Scalable UI & Developer Tools:** Designed highly **modular UI frameworks**, integrating **MVVM** architecture, **data binding**, and **custom UI tools**, streamlining designer workflows and **responsive, real-time server interactions**.
- **Developed 2D animation tools for smooth interactions, animated UI, and dynamic content rendering.**
- **Game Analytics & Performance Monitoring:** Integrated **real-time analytics** tracking, gathering **player behavior** insights to **optimize monetization strategies, gameplay balance, and feature iteration** based on live data.

[Please visit my website to check contributed projects in companies that I worked/working.](#)

## EDUCATION

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### Philipps-Universität Marburg

**Main Field:** MSc in Computer Science

Germany  
Enrollment Date: September 2024  
<https://www.uni-marburg.de/>

I am eligible for **part-time employment** under my current student residence permit.

For full-time roles, I am **qualified as a skilled worker** under German immigration law and can apply for either a **Blue Card** or a **standard work permit**, as my Bachelor's degree is officially recognized by **ZAB** (Zentralstelle für ausländisches Bildungswesen).

### Konya Technical University, State University

**Main Field:** Bachelor's Degree in **Computer Engineering**

Turkey  
September 2015 - December 2019  
<https://www.ktun.edu.tr/en>

**Graduation Project:** Military Combat Training Simulation – Intelligent Simulation Generating, Playing, Measuring, and Evaluation Software for Officers

Developed an **advanced military training simulation** for army officers, integrating **Virtual Reality (VR)**, **Augmented Reality (AR)**, and **Artificial Intelligence (AI) technologies**. The system presented **strategic combat scenarios** designed to train officers in **decision-making** under high-pressure conditions, focusing on **special operations and mobilization tactics**.

### Key Achievements & Awards:

#### First Place – University Students Research Project Competition

- Recognized by The Scientific and Technological Research Council of Turkey (TÜBİTAK) for excellence in innovation and advanced technology application in defense training simulations. (Issued: June 2019)

#### Third Place – Konya Technical University Graduation Project Competition (Issued: May 2019)

#### Participant – TEKNOFEST & University Students Research Project Competition

- Category: Defense, Space, and Aviation
- Competed with a pioneering project in military training simulation, showcasing a commitment to advancing defense strategies through immersive technology. (Event Date: September 17–22, 2019)

## ORGANIZATIONS & COMMUNITY INVOLVEMENT

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### Esas Expo Game Hackathon (October 2021)

#### Role: Mentor

- Mentored teams in idea validation, gameplay mechanics, and scalability strategies. Proudly mentored teams that placed in the top three of the competition.

### 42-Hour Game Development Marathon (December 2018)

#### Role: Developer

- Developed I Love Earth under tight 42-hour constraints, showcasing rapid prototyping, problem-solving, and teamwork in a competitive game jam setting.

## LANGUAGES

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- English - C1 (IELTS Academic 7.5)
- Deutsch - B1
- Turkish - Native

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