

Emre Arsay, Unity Developer

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Summary

Knowledgeable, detail and system oriented Unity/C# Developer accustomed to working in fast-paced and deadline-driven environments. Adept at developing video games, performing various project management tasks, and conducting code reviews.

With years of experience and demonstrated history of working in the game development industry. Skilled in Unity3D, UE4, Game Design, Programming, C#, C++ and Ruby on Rails. Strong engineering professional with a Bachelor's degree focused in Computer Engineering from Pamukkale University.

Loves playing, designing and developing games especially puzzle, RTS games.

Experience

Lead Software Developer, Blockee.tv

Sep 2021 - Present

- Conceptualizing and executing the architecture of the application
- Implementing variety of gameplay mechanics on Unity3d
- Optimizing the performance for target platforms
- Implementing multiplayer functionalities using Photon and Firebase



Game Developer, Innoment Games / twoplayergames.org

Jun 2020 - Aug 2021

- Creating a mobile party game with over 20 games and creating multiple 2D and 3D WebGL games.
- Designing game mechanics and coding game systems
- Designing fun and challenging levels

Notable Projects :

TwoPlayerGames, GooglePlay: <https://bit.ly/googl-link-234player> - AppStore: <https://apple.co/49AjF1s>



Game Developer, tiplay studio

Jul 2019 - May 2020

- Creating mobile hit games and game prototypes, iterate on them to improve them
- Supporting and contributing new ideas to game features
- Writing robust code to be used by millions of players around the world
- Deconstruct, analyze and develop mobile games mechanics with Unity3D

Notable Projects :

Water Shooty, AppStore: <https://apple.co/3R70xRI> - GooglePlay: <https://bit.ly/3p6jiXs>



Game Developer VR/AR, HermesVision

Oct 2017 - Jul 2019

- Implementing real life scenarios in VR using Unity3D
- Creating realistic VR environments with Unity3D
- Tracking and logging users' behaviors and interactions in VR
- AR Development, ARKit, Vuforia, ARFoundation
- Created RESTFUL API for recording data form Unity Projects
- ArchWiz projects with UE4

Rails Developer, Publins

Jul 2017 - Oct 2017

- Developing Ruby on Rails back end functionalities
- Maintaining and supporting front-end development
- Add ML functionalities to backend

Rails Developer, Kobiks

Jan 2017 - July 2017

- Writing Tests using RSpec, Capybara, Selenium
- Implementing Rest Api to Rails Environment

Internship/Rails Developer, Lab2023 Bilişim Teknolojileri AŞ

Feb 2016 - Dec 2016

- Supporting Rails Web Applications back end development
- Developed customized Three.js editor
- Participating Scrum Methods

Education

Pamukkale University

Bachelor's degree, Computer Engineering

2013 - 2017

Ege University

Dropped Out, Physics

2010 - 2013

Skills

- Unity3D
- Game Programming
- Virtual Reality Development
- Software Development
- C#
- Photon
- Multiplayer Games
- Computer Science
- Playfab
- Game Design