ALI RIZA KAT

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🐙 AliRKat 💼 alirizakat 🌐 LeetCode

SKILLS

Programming Languages C#, C++, JavaScript/TypeScript, Java

Frameworks & SDKs Unity, .NET, Node.js, React Native, NUnit, Mocha

Tools & Platforms Git, Linux, Unity Version Control, Android Studio, XCode, Zendesk

Databases PostgreSQL

Languages English (C1), Turkish (Native)

EXPERIENCE

MULTIPLAYER / SUPER DUPER GAMES — Istanbul, Turkey
Software Engineer — Feb 2025 – Oct 2025
- Developing, testing and preparing the release process of up to **2 prototypes per month**.
- Built over **10+ internal tools** (parsers, editor utilities) that reduced design iteration time
- Developed a modular **Animation Library** system with editor tooling, and sequence management — enabling designers to build, preview, and chain complex UI/UX animations directly within the Editor.

COUNTLY — Remote
SDK Engineer — Sep 2023 – Nov 2024
- As sole maintainer, conducted **8+ releases** including Unity, Node.js, and React Native SDKs
- Rewrote and restructured over **15+ technical documents** on Zendesk, and authored **2 articles** sharing SDK best practices and updates.
- Added unit and integration tests for Node.js and Unity SDKs using Mocha and NUnit.

NITROGEN GAMES — Izmir, Turkey
Game Developer — Nov 2022 – May 2023
- Completed the full-cycle development of **3 mobile games**, including a hybrid-casual title.
- Built **2 internal tools**, one focused on a new input system to improve gameplay workflows.
- Took over **2 existing projects**, implementing input system upgrades and asset adjustments that enabled successful re-releases.

NIRAH GAMES — Izmir, Turkey
Game Developer — Jan 2021 – Oct 2022
- Led the development of **Baby Life 3D!**, a hit title with **1M+ downloads** and **20K+ reviews** on both Google Play and the App Store.
- Contributed to the end-to-end development of **15+ prototypes**, iterating from concept to release.
- Produced and optimized **2+ marketing videos per prototype**, achieving stable CPI and consistent user acquisition metrics.

RECENT PROJECTS

Village Survivors | *Link* ↗
- Grid based tactical core with merge-based unit leveling and combat.
- Added **JSON parsing support** and runtime parsing support which enables remote config.

Color of War | *Link* ↗
- Turn-based tactical core with **merge-based unit leveling** and grid combat.
- Implemented **multi-size enemy support** (**1x1** to **3x3**) and **scalable grid width** (**3** to **5** tiles).
- Built editor tooling for **parametric level balancing** and repeatable test scenarios.

Loop Army | *Link* ↗
- Designed a **wave-based looping train spawner** with deterministic sequencing and pooling.
- Delivered end-to-end **meta upgrade** systems (currencies, progression, unlocks) and **Google Sheets parsers**.
- Shipped **editor utilities** to automate data import/validation and speed up iteration.

Smith Journey | *Link* ↗
- Implemented **mining + combat** idle core; added **5 distinct weapon lines** each with unique skill sets.
- Built **meta progression** (upgrades, crafting, economy) and **sheet-driven parsers** for live tuning.
- Added in-editor tools for rapid content authoring and balancing.

SDKs
- **Unity SDK** — Maintained and extended core features; added **WebGL build target support** and delivered multiple stable releases. | *GitHub* ↗
- **Node.js SDK** — Released new versions with improved APIs, updated storage functionality of the SDK, which enables custom storage, performance fixes, and **comprehensive Mocha test coverage**. | *GitHub* ↗
- **React Native SDK** — Developed and maintained the bridge layer, enabling seamless cross-platform integration. | *GitHub* ↗

EDUCATION

YAŞAR UNIVERSITY   Izmir, Turkey
- Bachelor of Business Administration   Graduated: 2021