ALI RIZA KAT

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 AliRKat   in alirizakat   📄 Turkish CV

──────── TECHNICAL SUMMARY ────────

Software and Game Developer with a strong background in Unity, SDK development, and optimization. Passionate about game engines, low-level systems, and performance tuning. Experienced in C++ and Unreal Engine, with a keen interest in developing for older hardware like PS2 and PSP. Enthusiastic about open-source technologies, a dedicated Arch Linux user, and always exploring ways to push the limits of software and hardware.

──────── EXPERIENCE ────────

MULTIPLAYER / SUPER DUPER GAMES   Istanbul, Turkey
Game Developer   Feb 2025 – Current
- Developing prototypes and projects for a leading Rollic Games studio.
- Developing essential internal tools such as parsers and editor utilities, while also organizing and managing sheets and game-related documents.
- Designing custom scenes and game levels for marketing videos and promotions.
- Regularly evaluating prototypes, identifying issues, and assisting in bug fixes.

COUNTLY   Remote
SDK Engineer   Sep 2023 – Nov 2024
- Led contributions to the Unity SDK, adding WebGL support and new features.
- Participated as the **sole maintainer of Unity, React Native, and Node.js SDKs**, delivered high quality releases and improved functionality.
- Created clear, well-structed documentation for developers and customers.
- Authored technical SDK-related articles for Countly's blog, sharing best practices, use cases, and SDK 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
- Developed and completed multiple mobile game prototypes and projects.
- Contributed to the creation of internal development tools.
- Participated in game design meetings, providing development insights.
- Tested and reviewed prototypes weekly, assisting in bug fixes.

NIRAH GAMES   Izmir, Turkey
Game Developer   Jan 2021 – Oct 2022
- Developed multiple prototypes and completed full game projects.
- Played a pivotal role in designing and developing the game "Baby Life 3D!", a remarkable success that achieved **millions of downloads and garnered over 40K reviews.**
- Released several other fully completed projects.

FREELANCE   Remote
Game Developer   Jan 2020 – Present
- Worked on several game prototypes and full projects across multiple genres, from concept to completion.

- Contributed to projects on a freelance basis, including game mechanics design, UI implementation, and troubleshooting.

———————————————— **S K I L L S** ————————————————

Technical C#, C++, Node.js, React Native, JavaScript, NUnit, WebGL, Mocha, SQL, Java

Tools Unity, Unreal Engine, Android Studio, XCode, Git, Unity Version Control, Zendesk

Language English (Advanced), Turkish (Native)

———————————————— **P R O J E C T S** ————————————————

Run Fight Repeat | *Link* ↗
- Designed and implemented the entire runner mechanics, including dynamic level generation, obstacle placement, and pathfinding for smooth player progression.
- Developed upgrade and progression systems, allowing players to enhance their characters and abilities through strategic resource management.
- Implemented robust state management systems to ensure seamless transitions between runner, battle, and upgrade phases.

Coin Commanders | *Link* ↗
- Developed and optimized the Plinko mechanic, ensuring smooth performance even with 10K and more coins on the scene.
- Created parsers and subsystems to enable seamless data transfer from Google Sheets to the game.

Baby Life 3D | *Link* ↗
- Optimized the game flow, focusing on intuitive UI and seamless user experience.
- Integrated current mobile game trends to ensure high engagement and retention.

Subway Hero | *Link* ↗
- Actively contributed to debugging and QA processes by identifying, documenting, and verifying gameplay and UI-related issues across multiple test builds.
- Collaborated with developers to ensure timely bug fixes, providing reproduction cases and verifying post-fix stability in daily builds.

Smith Journey | *Link* ↗
- Supported the team by conducting focused playtesting sessions, helping identify edge-case bugs and inconsistencies in game progression.
- Assisted in troubleshooting and regression testing during sprint deliveries, ensuring clean handoff of builds for submission.

Merge Invaders | *Link* ↗
- Developed and implemented a merge mechanic central to the game's core loop.
- Optimized game performance for handling large numbers of in-scene objects, reducing lag and improving frame rates.
- Focused on memory and scene management to optimize for various devices.

Island Explorer 3D | *Link* ↗
- Implemented core gameplay mechanics: upgrades, in-game purchases, saving, and combat systems.
- Developed dynamic progression systems to enhance player engagement and retention.
- Focused on integrating interactive environments and resource management features.

AniMayhem | *Link* ↗
- Optimized in-game physics, specifically using a cloth simulation asset for realistic football net dynamics.
- Enhanced the realism of cloth behavior and interactions using advanced physics engines.

- Tuned collision detection and physics interactions for improved performance and visual fidelity.

Party Queen | *Link* ☒
- Integrated unique and engaging animations, enhancing player immersion and visual appeal.
- Optimized the game for various devices, ensuring smooth performance and accessibility for a wide audience.

Guess The Place | *Link* ☒
- Designed and implemented trivia mechanics centered on cultural and geographical knowledge.
- Developed an intuitive UI/UX, simplifying player interaction and increasing engagement.

Crazy In Love | *Link* ☒
- Developed dynamic narrative-based gameplay, and branching storylines for replayability.
- Integrated smooth animations to improve the overall visual experience.
- Focused on polishing game mechanics to align with player expectations and trends.

City.io | *Link* ☒
- Developed a state-based enemy AI system, enabling opponents to play logically and actively compete against the player in real time.
- Implemented a visually engaging money-gathering and stacking system and resource management mechanics, enhancing user satisfaction with dynamic visual feedback.

--- **PUBLICATIONS** ---

Countly SDK Development Updates: What's New and Improved | *Link* ☒
- Authored a detailed post on Countly's SDK development, covering recent updates and improvements to the SDK, aimed at helping developers understand new features and how to leverage them.

Unleashing the Unique Power of Countly's Desktop SDKs | *Link* ☒
- Wrote an article exploring the capabilities and advantages of Countly's desktop SDKs, with a focus on their unique features and use cases for developers integrating analytics into desktop applications.

--- **EDUCATION** ---

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

--- **INTERESTS** ---

- **Martial Arts:** Practicing Brazilian Jiu-Jitsu, Black Belt in Taekwondo, and 1.TG in Wing Chun.
- **Gaming:** Lifelong Chess and Magic: The Gathering player; passionate about exploring game mechanics and design across various genres.
- **Tabletop RPGs:** Enthusiastic about storytelling, world-building, and running immersive campaigns as a Dungeon Master.
- **Retro Gaming & Development:** Collecting retro consoles and platforms, and exploring game development on older hardware (e.g., PS2, PSP). Enjoys the technical and educational challenges of working within hardware constraints.
- **Running:** Regular marathon runner, aiming for at least one marathon per year to maintain physical and mental endurance.