

# ALI RIZA KAT

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AliRKat 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-structured 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.

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## SKILLS

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**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)

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## PROJECTS

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### 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.

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## **PUBLICATIONS**

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### **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.

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## **EDUCATION**

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### **YAŞAR UNIVERSITY**

- Bachelor of Business Administration

Izmir, Turkey  
Graduated: 2021

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## **INTERESTS**

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- **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.