Alper Sari

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Game and VR/AR Application Developer with a Master's of Software Engineering degree from University of Greater Manchester. Bilkent University CS Graduate of 2023. Game Developer, Game Designer, Graphics Programming enthusiast. Interested in resourceful solutions to programming problems.

Experience

MARCH 2024 - DECEMBER 2024
UNITY DEVELOPER| RAPSODO | SINGAPORE

- Implementation of a master container application and associated VR/AR simulations such as golf simulators and other apps that are compatible with the company's MLM2 Pro devices.

- Unity2D/3D, C#, Unity Addressable System, Odin Inspector, Jira and DOTween libraries.

FEBRUARY 2023 - FEBRUARY 2024
MOBILE GAME DEVELOPER | NARCADE | ISTANBUL

- Development of casual puzzle games Zen Master, Friends Match and Farm Bubbles, focused on UI programming and player data handling systems such as quest and stage progression.

- Unity2D, C#, Zenject, Odin Inspector, Jira and DOTween libraries

SUMMER 2020, SUMMER 2021
MOBILE GAME DEVELOPER INTERNSHIPS | MAVIS GAMES, UNCOSOFT| ISTANBUL, IZMIR

- **Mavis Games:** Creation of a Match-3 based RPG game from scratch, working alongside the head designer and development lead of the company to deliver a scalable and extendable product.

- **Uncosoft:** Created a "Skydiving" themed casual mobile game as a working prototype.

Education

SEPTEMBER 2025
MSC. SOFTWARE ENGINEERING | UNIVERSITY OF GREATER MANCHESTER | BOLTON, GREATER MANCHESTER

- Completed a Master's Degree in Software Engineering.

- Received a distinction grade in final thesis project.

- Formulated a research project on the application of AR/VR software solutions in psychological therapy.

JULY 2023
BSC. COMPUTER SCIENCE | BILKENT UNIVERSITY | ANKARA, TURKIYE

- Graduated from the Computer Science department of Bilkent University

- Received comprehensive scholarship during full study due to exceptional placement exam scores in science and mathematics categories.

- Tutored bachelor's degree students on game design and development as part of Bilkent Game Developers Club.

Skills

Programming Languages: C#, Python, Java, Javascript, C/C++

Technologies: Unity, Godot, Gamemaker, WebGL/OpenGL, OpenXR, AR, VR, Meta Quest Ecosystem, Jira, Selenium WebDriver, Zenject, Odin Inspector, DOTween, SQL, UPM

Achievements

- Bilkent University Comprehensive Scholarship student (2018-2023)
- University of Greater Manchester Academic Scholarship
- IELTS Academic score 8.5/9
- Top 0.03rd percentile in National University Entrance Exam Math and Science Categories
- Founder and president of Bilkent Game Developer's Club (2019-2021)

Recent Projects

OPEN EMDR THESIS PROJECT – UNIVERSITY OF GREATER MANCHESTER

- Developed a two-part application for administering EMDR based psychotherapy sessions with a Meta Quest 3 headset wirelessly connected to the therapist's computer.
- Designed and innovated a novel headset-computer connection system over local area network protocols to automatically pair devices and transmit commands.
- Implemented fully customisable visual stimulus in AR and VR environments, which therapists can easily use and control, without the use of any third-party apps or connections.
- Godot Engine, C#, Meta Quest Developer API and OpenXR libraries with a focus on open-source development, using Git version control.

RAPSODO SUPER APP, RAPSODO RANGE – RAPSODO

- Collaborated with project managers to architect a Super App framework for hosting apps that download and load automatically from the cloud. Prepared a build pipeline system for compiling and deploying said apps.
- Developed a UI system architecture and worked on the majority of UI screens of the container app. Released and maintained a utility package named "UITools" with 100% internal company usage rate.
- Authored the device management package for communicating with the MLM2Pro device and the company cloud servers for user account/data handling. Released and maintained the Unity package for internal company use regarding above cases.
- Unity2D/3D, C#, Verdaccio and Unity Packages, Odin Inspector, Jira and DOTween libraries utilised, and the projects used Agile methodology and Jira tracking.

ZEN MASTER, FRIENDS MATCH, FARM BUBBLES -NARCADE

- Created and improved the main map screen UI navigation, pop up management, stage progression and complete sequences alongside the world and UI layer camera handling.
- Performed rendering optimizations for UI systems by analysing and restructuring inefficient UI navigation systems, resulting performance improvements of up to 50% increased frames per second compared to before.
- Reworked existing player data and progression systems according to emerging market demand. Collaborated with 2 other developers and designers to create an easily extendable and customisable scene decoration-based progression system.
- Unity2D, C#, Zenject, Odin Inspector, Jira and DOTween libraries utilised, and the projects used Agile methodology and Jira tracking.