# ALPER SARI

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## PROFESSIONAL SUMMARY

**Game Developer — Mobile & XR**

Casual Games, AR/VR. Master's degree in Software Engineering from the University of Greater Manchester. Bilkent University Computer Science graduate (2023). Game Developer, Game Designer, and Graphics Programming enthusiast with a strong interest in resourceful and efficient programming solutions.

## WORK EXPERIENCE

### Indiecore Studios — United Kingdom
Lead Unity Developer (Contract)                                    December 2025 – Ongoing

- Creation of primary gameplay mechanics, player data, and progression systems as the primary engineer within a small development team.
- Designed and implemented scalable gameplay architecture, including extensible player progression and data systems, with a strong focus on maintainability and future feature expansion.
- Unity 2D/3D, C#, Git, Jira, and tweening libraries used during development.

### Rapsodo — Singapore
Unity XR Developer                                            March 2024 – December 2024

- Implementation of VR/AR sports simulators compatible with the company's **MLM2 Pro** devices and development of XR sports applications targeting mobile platforms.
- Contributed to core XR application architecture, including UI system design, device communication workflows, and cloud-delivered content pipelines used across multiple internal products.
- Unity 2D/3D, C#, Unity Addressables, Odin Inspector, Jira, and DOTween libraries used during development

### Narcade — Istanbul, Turkey
Mobile Game Developer                                        February 2023 – February 2024

- Development of casual puzzle games **Zen Master**, **Friends Match**, and **Farm Bubbles**, with a focus on UI programming and player data handling systems such as quest and stage progression.
- Improved and extended UI navigation, progression flow, and rendering performance, contributing to measurable performance gains and more flexible, data-driven progression systems.
- Unity 2D, C#, Zenject, Odin Inspector, Jira, and DOTween based technologies were used in development

## EDUCATION

### University of Greater Manchester — September 2025
Master of Science in Software Engineering                          Bolton, United Kingdom

- Formulated a research project on the application of AR/VR software solutions in psychological therapy.
- Received a distinction grade in final thesis project.

### Bilkent University — July 2023
Bachelor of Science in Computer Science                                   Ankara, Turkey

- 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.

## TECHNICAL SKILLS

**Programming Languages:** C#, Python, Java, GDScript, JavaScript, Typescript, C/C++
**Technologies:** Unity, Godot, GameMaker, WebGL/OpenGL, OpenXR, AR, VR, Meta Quest ecosystem, Jira, Selenium WebDriver, Zenject, Odin Inspector, DOTween, SQL, Unity Package Manager (UPM)