ALPER SARI

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Msc. Software Engineering at University of Bolton. Bilkent University CS Graduate of 2023. Game Developer, Game Designer Graphics Programming enthusiast and a team player. Interested in resourceful solutions to programming problems.

EDUCATION

SEPTEMBER 2024 – AUGUST 2025

MSC. SOFTWARE ENGINEERING – UNIVERSITY OF BOLTON – GREATER MANCHESTER

- Currently pursuing a Master's Degree in Software Engineering.
- Focused on interactions between UI/UX layers and real time processes of simulation and games software

GRADUATED JULY 2023

BACHELOR'S IN SCIENCE – BILKENT UNIVERSITY – ANKARA

- 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.
- Technical electives in software management and testing as well as computer networks and computer graphics.
- Tutored bachelor's degree students on game design and development as part of Bilkent Game Developers Club.

EXPERIENCE

MARCH 2024 – SEPTEMBER 2024

UNITY DEVELOPER – RAPSODO – SINGAPORE

- Worked on a container application and VR/AR simulations such as golf simulators and other apps that are compatible with the company's MLM2 Pro devices.
- Used Unity2D/3D, C#, Unity Addressables, Odin Inspector, Jira and DOTween libraries.

FEBRUARY 2023 – FEBRUARY 2024

MOBILE GAME DEVELOPER – NARCADE – ISTANBUL

- Worked on several casual puzzle games including Zen Master, Friends Match and Farm Bubbles, focused on UI programming and player data handling systems such as quest and stage progression.
- Used Unity2D, C#, Zenject, Odin Inspector, Jira and DOTween libraries.

SUMMER 2020 , SUMMER 2021

MOBILE GAME DEVELOPER INTERNSHIPS – ISTANBUL, IZMIR

- **Mavis Games:** Developed 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:** Developed a "Skydiving" themed casual mobile game as a working prototype.

ACHIEVEMENTS

- 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)
- Bilkent University Comprehensive Scholarship student (2018-2023)

SKILLS

- **Areas of expertise:** Game Development, Game Design, Gameplay Programming, UI Programming, Computer Graphics
- **Programming Languages:** C#, Python, Java, Javascript, C/C++
- **Technologies:** Unity, Godot, Gamemaker, WebGL/OpenGL, Jira, Selenium WebDriver, Zenject, Odin Inspector, DOTween, SQL

RECENT PROJECTS

RAPSODO SUPER-APP, RAPSODO RANGE – RAPSODO

- Worked alongside project managers to architect a Super App framework for hosting an arbitrary number of mini-apps that are downloaded and loaded automatically from the cloud. Developed a build pipeline system for compiling and deploying said mini apps.
- Developed a UI system architecture and worked on the majority of UI screens and elements of the container app. Released and maintained said UITools package for internal company use.
- Developed the Unity-side implementation of a device management package for communicating with the MLM2Pro device, as well as the company cloud servers for user account/data handling. Released and maintained the Container package for internal company use regarding above cases.
- *Unity2D/3D, C#, Verdaccio and Unity Packages, Odin Inspector, Jira and DOTween libraries were used, and the projects were developed with Agile methodology and utilized Jira tracking.*

ZEN MASTER, FRIENDS MATCH, FARM BUBBLES – NARCADE

- Worked on main map screen UI navigation, pop up management, stage progression and complete sequences as well as world and UI layer camera handling.
- Performed several rendering optimizations for UI systems by analyzing and restructuring inefficient UI navigation systems, resulting in drastic performance improvements.
- Reworked existing player data and progression systems according to emerging market demand. Collaborated with 2 other developers and designers to create an easily customizable room decoration based progression system.
- *Unity2D, C#, Zenject, Odin Inspector, Jira and DOTween libraries were used, and the projects were developed with Agile methodology and utilized Jira tracking.*

MATCH-3 RPG – MAVIS GAMES

- Integrated a scalable Match-3 gameplay loop on a rectangular grid, with an additional gem pattern matching system for power-ups depending on the resulting pattern of same color gems.
- Created an extendable character and enemy system with unique powers and attacks that allow easy creation of new levels, utilizing scriptable objects.
- Utilized shallow-inheritance and OOP abstraction to handle gem power-up and character ability combinations, as well as making use of MVC patterns and Unity's Scriptable Object system, prioritizing a speedy workflow for game designers working on the project after delivery.