

# 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 XR DEVELOPER | RAPSODO | SINGAPORE**

- Implementation of VR/AR sports simulators that are compatible with the company's MLM2 Pro devices.
- Development of XR sports applications that run on mobile 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:** Development of a casual mobile game prototype, working closely with game designers to create an innovative product.

## Education

SEPTEMBER 2025

**MSC. SOFTWARE ENGINEERING | UNIVERSITY OF GREATER MANCHESTER | BOLTON, GREATER MANCHESTER**

- Completed a Master's Degree in Software Engineering.
- Graduated with a Distinction grade.
- 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 the 3D editing software tool for building virtual golf courses.
- Developed a UI system architecture and worked on the majority of UI screens of the XR simulator 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 XR 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.