

# Erdem Gunay

Unity Developer

## RELEASED GAMES AND APPLICATIONS

### Vegas Infinite (formerly PokerStars VR), Lucky VR

Multiplayer VR Casino game, also ported to flatscreens. ([Link](#))

### Clirio Viewer (iOS & UWP Hololens 2), Clirio

AR app for professional communication, real-time data caching, and sharing. ([Link](#))

### Wrest (PC), Shaftesbury

Virtual Reality (VR) narrative driven horror game. ([Link](#))

## EXPERIENCE

### Sheeple, Sr Software Engineer, Contractor

September 2024 - July 2025

- Implemented multiplayer networking and an in-game level editor in Unity
- Architected, developed, and optimized core gameplay features, ensuring scalability
- Mentored junior developers through code reviews and guidance

### Lucky VR, Software Engineer

July 2022 - August 2024

- Developed and integrated Unity front-end with .NET backend and REST APIs
- Reworked in-world UI with Noesis, enhancing in-game and network performance
- Redesigned the player stats system across Photon network and cloud code layers
- Built internal tools to streamline workflows for developers and QA

### Clirio, Software Engineer

May 2021 - June 2022

- Implemented an offline mode by caching observations locally with SQLite
- Developed a backend solution for cloud-based CRUD operations
- Owned real-time meeting features, leveraging Photon networking

### Seed Interactive, Software Engineer

November 2020 - April 2021

- Developed a multiplayer Augmented Reality game, integrating Photon networking

### Shaftesbury, Software Engineer

November 2019 - November 2020

- Shipped **Wrest**, a VR horror game, and **Bubble Bloom**, a mobile mini-game

### Dibs, Software Engineer

May 2019 - October 2019

- Developed an AR game that won 2nd place in Niantic's Beyond Reality contest

### 2020 Armor, Software Engineer

September 2018 - February 2019

- Developed an app that connects to 2020 Armor devices via Bluetooth for data sync

### Wero Creative, Game Developer Intern

November 2015 - May 2016

Toronto, Ontario



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## SKILLS

**Game Engines:** Unity, Unreal

**Languages:** C#, C++, JavaScript, xaml

**Back End:** Node.js, MongoDB, CQL

**Networking / Multiplayer:** Photon PUN & Photon Fusion

**UI:** Noesis GUI

**Version Control & Workflow:** Git, SourceTree, GitHub, BitBucket, Jira

**CI/CD:** Jenkins

## EDUCATION

Game Programming  
Advanced Diploma, George Brown College, Honors

Game Design Graduate  
Certificate, George Brown College, Honors