

DORUK SEN

Senior Unity Developer | System Architecture | Steam & Mobile | Technical Leadership
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100+ Mobile Games Shipped	20%+ D3 Retention on Puzzle Titles	100K+ Downloads on Top Titles	1.5 Weeks Production Cycle Reduction	5.5+ Years Professional Experience
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PROFESSIONAL SUMMARY

Senior Unity Developer with **5.5+ years** of experience delivering **100+ mobile titles** and PC/Steam games. Specialized in **scalable puzzle systems, monetization architecture, SDK development, and performance optimization**. Technical leadership in managing cross-functional teams of up to 8 developers, with direct collaboration with global publishers including **Voodoo, Rollic, CrazyLabs and Lion Studios**. Achieved **20%+ D3 retention** on puzzle titles and reduced monthly production cycles by **1.5 weeks**. Currently building **multiplayer co-op Steam development** using Unity Netcode and **playable ad development** via Luna Unity Playworks. Experienced in A/B testing, KPI tracking, and analytics-driven iteration to optimize retention and monetization.

TECHNICAL EXPERTISE

Core Engine & Language: Unity (Advanced), C# (Advanced)

Architecture & Patterns: Zenject (DI), Addressables, ScriptableObject Architecture, Design Patterns (State/Strategy/Command/Flyweight/Factory/Observer/Object-Pooling), OOP, SOLID

Game Systems: Puzzle Gameplay Systems, Retention Optimization (D1/D3/D7), Level Editor Tooling, Monetization Systems, LiveOps

SDK & Backend: AppLovin MAX, Adjust, GameAnalytics, Firebase (Auth, Database), Steamworks, Remote Config

Multiplayer & Playable Ads: Unity Netcode (Co-op), Luna Unity Playworks (Playable Ads)

Tools & Workflow: GitHub, PlasticSCM, Jira, Trello, Agile/Scrum, Figma, Miro, Notion, ClickUp

PROFESSIONAL EXPERIENCE

Senior Unity Developer

Rio Master Games (Dubai) | 2025 – Present

- Developing Steam desktop title '**Tameagoatchi**' using **Command Pattern** and **Zenject-based DI architecture** with responsive UI, strategy-based interaction systems, and Spine integration
- Built hybrid-casual mobile puzzle game (**SnakePop**) with proprietary **solvable move-generation algorithm** ensuring all generated puzzles are solvable
- Developed custom SDK integrations (**Adjust, AppLovin MAX, GameAnalytics**) and in-house Level Editor with ScriptableObject-driven content pipeline
- Implemented **Addressables asset management** for scalable, memory-efficient asset loading across platforms

Lead Unity Developer

Ninova Games (İzmir) | 2024 – 2025

- Promoted from Mid to Lead in 2 months** — led a team of **7 developers** across multiple puzzle game projects
- Maintained **20%+ D3 retention** on puzzle titles through systematic gameplay tuning and analytics-driven iteration
- Reduced 1-month production cycles by 1.5 weeks** through reusable puzzle templates and pipeline optimization
- Managed technical publishing processes with **Voodoo and Lion Studios** — SDK compliance, build delivery, and KPI reporting
- Conducted code reviews, C# training sessions, and led hiring interviews to scale the engineering team

Lead Unity Developer

Carousel Games (İstanbul) — Contract | 2023 – 2024

- Led **8-developer team** building a **Royal Match-style** puzzle game from concept to production
- Designed and implemented **matching gameplay algorithms** and custom Level Editor tool for rapid content creation
- Built full **Firebase backend**: authentication, cloud saves, live team system, real-time chat, and gifting mechanics
- Managed **Remote Config-driven LiveOps events** enabling dynamic in-game content updates without app releases

Unity Developer

Lazy Giant Games (Sydney) — Contract | 2023 – 2024

- Developed arcade idle games in an **international English-speaking team**, achieving **100K+ downloads**
- Delivered production-ready gameplay systems with focus on performance optimization and player retention

Unity Developer

Kudos Games (İzmir) | 2023

- Architected **self-publishing SDK infrastructure** integrating Adjust, AppLovin MAX, GameAnalytics, and Firebase

- Developed Car Parking simulator with **performance optimizations** and publisher-facing technical communication

Unity Developer

Ancient Peacock Studio | 2022 – 2023

- Shipped multiple hypercasual titles across diverse genres with **CPI-optimized marketing mechanics**
- Mentored intern developers — structured onboarding, role assignment, and performance monitoring

Unity Developer

Uncosoft Rollic | 2022

- Developed runner titles under Rollic publishing ecosystem

Earlier Career

Flamingo Games, Ruff Games, Mice Games, Mydos Technology | 2021 – 2022

- Developed **runner, puzzle, idle clicker, simulation, and educational games** — built foundational Unity architecture expertise and shipped titles across multiple genres
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EDUCATION & LANGUAGES

B.Sc. Electrical & Electronics Engineering — Adnan Menderes University, Aydin | GPA: 3.0 | 2021

Unity Junior Programmer Badge — Unity Technologies

Turkish: Native | **English:** Professional Working Proficiency (international team experience)