Doruk Şen

Unity Developer

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Cover Letter

With the aim of "the chef must have full knowledge of everything in the kitchen", I have experienced the life cycle of a software product in more than one department and taken on responsibilities too many times. In addition to coding that is clean, readable, reusable, and in accordance with the principles, I can say that I can provide guidance on technical issues with the art, design and marketing departments. I manage teams and projects using kanban or scrum methodologies, provide support in professional development and training for interns and Jr. developers, and assist them to produce in a short time.

Experience

SR. UNITY DEVELOPER RIO MASTER GAMES-DUBAI – 2025 JULY-PRESENT,

- Developing desktop games for Steam

LEAD UNITY DEVELOPER NINOVA GAMES-IZMIR – 2024 MAY-2025 JULY

- Leading the developer team,

- Project Management with Scrum (Jira),

- Developing puzzle games

MID UNITY DEVELOPER LAZY GIANT GAMES-SYDNEY – 2023 OCTOBER- 2024 MAY

- Developing Arcade Idle, Runner games

LEAD UNITY DEVELOPER CAROUSEL GAMES-ISTANBUL – 2023 SEPTEMBER-2024 MAY

- Leading the developer team,

- Project Management with Scrum (Jira),

- Developing casual match3 game (Royal Match-like)

- Backend services (Firebase & Ad Integrations, Subscription & Team System)

MID UNITY DEVELOPER KUDOS GAMES-IZMIR – 2023 MAY- 2023 SEPTEMBER

- Developing casual drive simulator game,

- Developing Self-Publishing SDK (Adjust, GameAnalytics, Applovin, Firebase),

UNITY DEVELOPER ANCIENT PEACOCK STUDIO – 2022 SEPTEMBER-2023 MAY

- Developing Arcade Idle, Runner, Idle Clicker, Puzzle, Simulation, Physic-Based games,

- Leading the intern developer team, ensuring and monitoring their development and assigning roles in projects.

UNITY DEVELOPER FLAMINGO GAMES – 2022 JULY-2022 SEPTEMBER

- Developing Puzzle, Idle Clicker, Simulation and Tiktokable content games

JUNIOR UNITY DEVELOPER RUFF GAMES – 2022 APRIL-2022 JUNE

- Developing Puzzle, Idle Clicker, Simulation and Tiktokable content games

NEW GRAD UNITY DEVELOPER UNCOSOFT ROLLIC – 2022 MAR

- Developing runner games

UNITY DEVELOPER MICE GAMES – 2021 SEPTEMBER-2021 DECEMBER

- Developing runner games

INTER UNITY DEVELOPER MYDOS TECHNOLOGY – 2021 MAY-2021 SEPTEMBER

- Developing language- learning app for children

Education

Adnan Menderes University,Aydin – Electrical & Electrics Engineer, GPA:3 ,2021

Skills

- Unity - Advanced

- C# - Advanced

- Project Management & Team leading

- Swift, Java, HTML, CSS, Python - Elementary

- Firebase - Pre Intermediate

Apps

- Project Management Apps : Jira, Trello, ClickUp

- Design Apps : Miro, Figma, Notion

- Source Control Apps : GitHub, Plastic, SourceTree, GitLab

Badges

- Unity Junior Programmer Badge

Links

- [GitHub](#) , [Linkedin](#) , [Portfolio](#) , [Medium](#)