

Alperen Aydas

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Personal Profile

Game Developer with 4+ years of professional experience in mobile and midcore games. Skilled in Unity (C#) with experience in large-scale 4X strategy development and live multiplayer systems. Additionally expanded expertise into Unreal Engine and C++ for personal projects, with a focus on gameplay systems, feature development, and performance optimization.

Work Experience

Panteon

Game Developer

Jan 2023 - Present

- Served as 'Client Developer' for **Rise Of Heroes - Survival**, initially designed as a midcore 4X MMORTS and later pivoted to a vertical survival game, adapting gameplay systems to the new format
- Partnered with programmers, designers, and other stakeholders in a **30+ member team** to design, implement, and refine core gameplay features and supporting systems.
- Worked multi-disciplinary; developed/implemented various **core gameplay features, bug-fixes**, developed **subsystems** for other developers to use or implement their features, worked/developed different types of **databases** to be used by subsystems/UI controllers, and developed **various tools for designers**
- Developed multiple core gameplay systems that are integral to the game, including the **Alliance feature** as its core, along with the **Chat system, Event system, Chronicles, Troop/Army operations, Prologue, Onboarding Experience etc.**
- Also I had developed/improved many subsystems to be used through out the game development. **Scene Subsystem** was one of them
 - Scene subsystem** handled **all the map objects** to be **used by other subsystems or databases**. Scene subsystem work was one of the most effective work for subsystems throughout the development; compared to its old state after my development: game's **FPS increased by %40** for script loop
- Used Unity with custom enhanced engine properties developed by team, called **Extenity**. This allowed a hands-on experience with custom **ECS** solution designed for Unity. Focuses on data-oriented development
- Currently serving as gameplay developer for **Arcane Arena Tower Defense TD**, responsible for implementing core features, improving systems, and collaborating with design to ensure engaging tower defense mechanics
- Also contributed to **Raid Rush Tower Defense TD** by developing new gameplay features and improving existing systems, gaining exposure to different genres and design approaches

Bytetyper

Game Developer

Sep 2021 - Dec 2022

- Worked with both art and design teams to develop mobile games
- Managed development processes of hypercasual games as solo developer
- Developed more than **20 prototypes** and released **2 launches** as top hits

Education

Hacettepe University

Computer Engineering

Sept 2017 - June 2021

Volunteer

ACM Hacettepe Student Chapter

Jul 2018 - Jul 2019 / 2022

- Game Development with Unity Course (2022):** Conducted an **8-week training as the sole tutor, teaching 80+ students** in a program organized by ACM Hacettepe.
- Secretary General (Jul 2018 – Jul 2019):** Represented the world's largest computing society in its largest Turkish chapter, overseeing activities and fostering collaboration within a team of 13, while honing communication and teamwork skills.

Some of Self Developed Projects

ATOS	Developed for Magara Jam #3 Game Jam with team of 5. The award-winning game become second out of 600+ games .
The Last Session	Developed for Magara Jam #5 Game Jam with team of 6. The award-winning game become sixth out of 300+ games .
Beat Menace	Developed for Magara Jam 23 Game Jam with team of 6. The game featured on honorable mentions of this non-contest jam.
The Judgement Day	Developed for Hacettepe University as term project with team of 3.