





CONTACT














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MY PORTFOLIO

 www.batuhansevinc.me

SKILLS SUMMARY

-  Project Management
-  Software Development
-  Unity
-  C#
-  Java
-  Git
-  Android Studio
-  Python
-  QT Creator
-  Ruby
-  Genetic Algorithms
-  JIRA & AGILE Software
-  Risk Management

LANGUAGES

-  Turkish (Native)
-  English (C1)
-  German (A2)

BATUHAN SEVINC

SOFTWARE ENGINEER

PERSONAL INFORMATION

Fresh graduated Software Engineer. Unity Game Developer, Software Engineer with 4+ years of experience. Currently working on game development (Casual, Hyper Casual, Hybrid Casual, Idle, Arcade).

EDUCATION

BSc in Software Engineering

Izmir University of Economics

2016 - 2022

- Coordinate designs and implementation with QA to enable automated and manual testing.
- Write unit tests for components.
- Design and implement gaming software platforms(UNITY,UNREAL ENGINE) for mobile, embeded and desktop platforms.
- Senior Project: GNAW-> Genetic Algorithm Wizard, Python based algorithm and problem wizard working with genetic algorithms.

AS in Computer Programming

Izmir University of Economics

2014 - 2016

- Database systems Mysql,Microsoft Access.
- PHP, HTML, .NET, CSS development.
- JAVA,C# Programming and project development.
- Android Studio, Visual Studio, VS Code supported courses and developing project applications.
- Mobile Game development courses.
- Awards: Honour Student certificate in 2014-2015 fall semester.

WORK EXPERIENCE

Unity Game Developer

Rodd Games, Izmir-Turkey

2022 - Present

- Creating game structure (Design, Game Economy, Gameplay, Game events).
- Unit testing and bug fixes.
- Coding with OOP and Solid principles.
- Show the workflow on Git, Jira, Notion.
- Help to sprint tasks and work with cross-functional team including design and art.

Unity Game Developer (INTERN)

Rodd Games, Izmir-Turkey

2022 - 2022

- Designing game economy system.
- Minor bug fixes for the developed games.
- Develop a 2D mobile game.
- Analyze and test code systems.
- Help to sprint tasks and work with cross-functional team including design and art.
- Understanding OOP, Solid principles.

WORK EXPERIENCE

Unity Game Developer

Unicode Games, Izmir-Turkey

2020 - Present

- Contribute ideas in a collaborative, supportive team environment.
- Suggest improvements to the developed product.
- Fix bugs during development and in production.
- Analyze code and present technical options.
- Help to scope , estimate and coordinate sprint tasks and work with cross-functional team including product QA, design and art.
- Work closely with engineering leadership to architect, build, refactor and maintain mobile(Android) client/server tech and features that can scale to millions of users.
- Developing Hyper-Casual games using with Unity Game Engine.

Freelance Game Developer (Unity)

Self-Employed, Izmir-Turkey

2019 - 2020

- Managed complex projects from start to finish
- Collaborated with other designers
- Translated requirements into polished, high-level designs

Front Desk Associate & Computer Technician (Summer Work & Travel Program 2020)

Brett-Robinson Vacation Rentals, Alabama-USA

2019 - 2020

- Summer Work & Travel Program job.

Waiter (Summer Work & Travel Program 2019)

Zephyr Cove Resort, Nevada-USA

2018 - 2019

- Summer Work & Travel Program job.

Busser (Summer Work & Travel Program 2018)

Zephyr Cove Resort, Nevada-USA

2017 - 2018

- Summer Work & Travel Program job.