

BAYRAM USLU

SENIOR GAME DEVELOPER

Istanbul / Turkey | bayramuslu9741@gmail.com | +90 534 272 5131 | [Linkedin](#) | [Github](#)

SUMMARY

Senior Game Developer with 5+ years of experience delivering high-quality games for mobile, PC, and VR platforms. Expert in Unity, C#, and .NET, with strong skills in gameplay programming, multiplayer networking (Photon Fusion, Photon Quantum), AI behavior systems, procedural generation, and performance optimization for mobile devices. Extensive experience in AR/VR development, real-time interactive systems, and physics-based mechanics. Proven track record in applying SOLID principles, design patterns, and Addressables-based memory optimization to create scalable, maintainable architectures. Skilled in leading development teams, mentoring junior developers, and delivering projects from concept to release, including midcore mobile games, VR experiences, and large-scale multiplayer systems.

CORE SKILLS

- Game Engines & Languages: Unity · C# · .NET
- Networking & Systems: Photon Fusion · Photon Quantum · Multiplayer Networking · Realtime Sync · AI Behavior Systems · Procedural Generation · Physics Simulation · DOTween · ECS
- Optimization & Analytics: Performance Optimization · Profiling · Addressables · Memory Management · GameAnalytics · Firebase · Remote Config · A/B Testing
- Architecture & Leadership: SOLID Principles · Design Patterns · Clean Architecture · Code Review · Mentorship · Cross-Platform Development

PROFESSIONAL EXPERIENCE

Senior Game Developer - Roofstacks

Aug 2023 - Present

- Developed mobile games using Unity/C#, covering gameplay, UI/UX, and economy/telemetry integrations.
- Built real-time multiplayer modules with Photon Fusion/Quantum, including synchronization, lag compensation, and server-authoritative workflows.
- Optimized load times and memory usage with Addressables and asset pipeline improvements.
- Integrated Firebase & GameAnalytics for event schemas, funnels, error/performance tracking, enabling data-driven iteration.
- Led an 8–10 person team, overseeing sprint planning, code reviews, and mentoring.

Senior Game Developer - Connectinno

April 2023 - Aug 2023

- Developed mobile games using Unity/C#, covering gameplay
- Developed casual mobile games

Senior Unity Developer - BlackStudio

Nov 2022 - Feb 2023

- Developed a real-time VR concert platform with stage orchestration, multi-avatar support, and live streaming pipelines.
- Reduced latency and improved frame performance, integrating streaming/video processing with Unity scenes.
- Project was halted due to company downsizing; completed core tech and toolset.

Lead Game Developer - Brodeus

Jan 2022 - Sept 2022

- Led the development of Petrol Ofisi Sosyal Lig and midcore mobile projects.
- Designed scalable gameplay/service architectures using Clean Architecture, SOLID, and design patterns.
- Established coding standards, PR processes, and provided technical mentorship.

AR/VR/Unity Developer - Reo-Tek

Feb 2021 - Jan 2022

- Built AR/VR training simulations for TEDAŞ, including interactive scenarios and device integrations (Kinect, kiosk systems).
- Contributed to an EU Smart City Project, developing real-time data visualization and interaction modules.
- Delivered performance-optimized 3D environments.

Game Developer - Reform Games

June 2020 - Feb 2021

- Created hyper-casual prototypes, iterating rapidly to meet publisher requirements.
- Optimized mobile performance and implemented smooth gameplay loops.

Backend Developer Intern - Logo Yazılım

June 2020 - Sept 2020

- Developed backend services, database operations, and APIs.
- Learned version control workflows and basic DevOps practices.

PROJECTS

GoArt Worlds

Aug 2023-Present

- AR-powered exploration game featuring time-travel portals, digital collectibles, interactive mini-games, and marketplace mechanics using Unity and AR toolsets.
- Technologies: Unity, Photon Fusion, AR Foundation, Addressables, Firebase.

Floppy Foot – Football Mayhem

Jun 2024-Jan 2025

- Chaotic ragdoll football game with multiplayer matches (PvP, 2v2, 3v3), power-ups, leaderboards, and physics-driven gameplay.
- Technologies: Unity, Photon Quantum, Addressables, GameAnalytics.

VR Concert Platform

Nov 2022-Feb 2023

- Real-time multiplayer VR concert experience with avatar synchronization, stage/lighting choreography.
- Technologies: Unity, Photon Fusion, Addressables, DOTween.

Petrol Ofisi Sosyal Lig

Jan 2022-Sept 2022

- Fantasy football game, Live event gameplay, leaderboards, and backend systems.
- Technologies: Unity, Addressables, Firebase, GameAnalytics, .Net, PostgreSQL

TEDAŞ AR/VR Training

Feb 2021-Jan 2022

- Interactive training scenarios and hardware integration.
- Unity, AR Foundation, Addressables, Meta Quest 2

Hyper-Casual Prototypes

Jun 2020-Feb 2021

- Market-fit testing via rapid prototyping focusing on CPI and retention metrics.

LANGUAGES

- Turkish: Native
- English: Professional Working Proficiency

EDUCATION

Bachelor of Computer Engineering - Dumlupinar University

Sep 2015 - Jun 2020