

Cengiz Tonbul

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Skills

Game Dev: Unity Engine, C#, HLSL, Shader Graph, Addressables, Post Process, Editor Programming, Profiling Tools (Profiler, Frame Debugger, Memory Profiler), Compute Shaders, XCode Analysis Tools, Spine

SDKs: Applovin MAX, Iron Source, Remote Config Systems, OneSignal, Appsflyer, Adjust, Firebase Crashlytics, Facebook SDK, Sentry, Game Analytics, Unity IAP

Web Dev: .NET Core, MongoDB

Tools and Others: Unity Build Automation, CodeMagic, Github, Docker, Blender, Figma

Experience

Mildmania, Game Developer

MARCH 2023 - PRESENT

- Developed gameplay features and game events for Mayor Match, a **match-3** game downloaded by **more than a million of players**.
- Developed level editor tools
- Developed systems for internal template project (Tutorial System, Highlighting System)
- Developed VFX with **HLSL and Shader Graph** for various games
- Developed hybrid-casual prototypes
- Trained Interns and onboarded new team members

Virtual Projects, Game Developer

SEPTEMBER 2021 - MARCH 2023

- Developed and launched mobile hit "Office Fever" from ground-up and maintained the project as it scaled to **over 40 million players**
 - Maintained the development process and planned the upcoming features
 - Designed and implemented Gameplay, AI, **In App Purchase, Ad Network, Remote Config Systems, A/B Tests**
 - Performed **CPU, GPU and memory optimizations**
- Developed and launched "Sky Hotel", a game downloaded by **1.9 millions of users**.
- Developed systems for Unity project template (Ad System, Save System)
- Developed VFX with **CG, HLSL and Shader Graph** for various games.
- Developed **editor tools** (mesh and material analysis tools, scene management tools)
- Developed prototypes with various gameplays and requirements

Hergele, Full-Stack Developer

MARCH 2021 - SEPTEMBER 2021

- Developed and launched Admin Page for a scooter rental solution.
 - Used .NET Framework, MongoDB, Razor Pages, Chart.js, Google Maps API
 - Implemented authorization and authentication, remote scooter management, analytics, user management.

Projects

Easy 2D FOV

A 2D Line of Sight system developed for Unity URP.

[Github](#)

Education

Gazi University - Computer Engineering

SEPTEMBER 2017 - SEPTEMBER 2023