

Emir Serhan Akbay *Game Developer*

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Profile

Game Developer with 3+ years of professional experience building **mid-core and casual multiplayer games**, including titles played by **over 50 million players**. Skilled in developing **robust real-time multiplayer systems, scalable backend integrations**, and **custom Unity editor tools** that streamline production. Experienced in leading features **from prototyping to launch and live ops**, with a strong focus on **performance, stability**, and **player experience**.

Professional Experience

Spektra Games, Game Developer

09/2021 – 02/2025

Contributed to games played by over 50 million players worldwide, including Parking Master Multiplayer 2 and two other multiplayer titles. Worked as a game developer across mid-core and casual projects, designing and implementing core gameplay systems and features from the ground up.

Parking Master Multiplayer 2 ☑ (2022 – 2024)

(+ 30M Downloads, Top #20 Grossing in US – Racing)

(Midcore, Open-World & Multiplayer Car Driving Game)

- Implemented backend systems using **Firebase, PlayFab, and Azure**.
- Worked with **Photon PUN & Photon Chat** for multiplayer functionality.
- Optimized runtime content management using Unity **Addressables**, improving loading performance and memory efficiency..
- Developed **custom editor tools** that reduced manual setup time and improved iteration speed for designers and developers.
- Integrated **car customization, chest system, and in-game mission system**.
- Developed Live-Ops features and supported A/B testing, including systems for **battle pass, special offers**, and limited-time content to drive player engagement and monetization.
- Worked on the game from inception to launch, contributing to its commercial success.

Drag Clash ☑ (2024 – 2025)

(Casual Multiplayer Drag Racing Game)

- Developed real-time multiplayer race systems using **Photon Quantum 3** and **ECS**.
- Implemented low-latency networking for competitive drag racing.
- Worked with **Nakama – Hiro** for player systems.
- **Integrated Photon-Nakama connection using webhooks to prevent cheating** and ensure fair gameplay.
- Created **remote configuration systems using GrowthBook** to manage game settings dynamically.

- Implemented **scene loading systems** to optimize performance and streamline level transitions.
- Designed and managed **game audio systems**, ensuring smooth integration of sound effects and music.
- Developed **tutorial systems** to improve player onboarding and user experience.

Parking Master Multiplayer (2021 - 2022)

(+35M Downloads)

(Midcore, Multiplayer, Open-World Car Driving Game)

- Refactored and optimized game codebase.
- Reintegrated UI and UI systems for improved user experience.

Personal Projects, Indie Game Developer

2019 – 2020

I worked on two small game projects that helped me build a strong foundation in Unity and game development. Through these projects, I gained experience with core gameplay systems, data management, UI implementation, and mobile deployment.

Education

Marmara Universitesi, *Computer Science and Engineering*

2019

Hikmet Kiler Fen Lisesi

2014 – 2018

Skills

- | | | |
|----------|------------------|-----------|
| • C# | • Unity | • OOP |
| • Github | • Photon Quantum | • PlayFab |
| • Nakama | • Addressables | |

References

Kadir Danışman, CEO, *Spektra Games* 

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Fatih Cebeci, Head of Game Development, *GoArt Worlds, Roof Games* 

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