

# Emir Serhan Akbay

Game Developer

✉ emirakbay99@gmail.com ☎ +90 531 452 41 85 📍 Istanbul/Turkiye

🌐 [linkedin.com/in/emir-akbay](https://www.linkedin.com/in/emir-akbay)

## 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 **Firestore, 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* 

kadir@spektra.games, +90 530 783 45 31

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

fatih.cbc34@gmail.com, +90 507 744 66 20