

Efe Emre Ipek

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About Me

Game Developer with strong **Unity** and **C#** expertise and a background in mathematical problem-solving. Skilled in **gameplay programming**, **custom editor tool creation** and **game testing**. Passionate about building scalable systems and immersive player experiences.

Projects

Panic Crew

store.steampowered.com

- Co-op party game for PC where players work as paramedics rescuing patients in a chaotic open-world setting.
- Developed **multiplayer functionality** using **Photon Fusion 2** with **client-authoritative networking**.
- Implemented **gameplay features**, **mechanics**, and **game systems** including patient rescue and ambulance upgrades.
- Integrated **sound effects (SFX)** and **visual effects (VFX)** to enhance player experience.

In-Editor Physics Simulator

assetstore.unity.com

- Published **Unity Editor tool** on the **Unity Asset Store** enabling physics simulation in Edit Mode without requiring physics components.
- Accelerates level design workflow by allowing designers to test physics interactions instantly without entering Play Mode.
- Features include: **custom physics materials**, **wind force simulation**, **animation recording**, and **real-time object manipulation**.

Supermarket Simulator Clone

itch.io – github.com

- Built a **3D first-person simulation** game in Unity within a month.
- Players manage inventory, stock shelves, and handle customer interactions.
- Developed **object interaction system**, **inventory management**, **order processing UI**, **AI behavior**, **queue system**, **point-of-sale mechanics**, and **satisfaction tracking**.
- Integrated **UniTask** for asynchronous AI operations.

Experience

Unity Developer Intern, Ludu Arts

Nov 2025 – Present

- Working on various game projects, focusing on **gameplay programming** and technical implementation.
- Collaborated with designers and artists to bring creative visions to life.
- Debugged and optimized code to improve stability and performance.
- Participated in code reviews and maintained clean, well-organized codebases.
- Games: **Panic Crew**

QA Tester, Clay Token Game Studio

Jan 2025 – Nov 2025

- Tested **Steel Swarm: Apocalypse** both before and after its release.
- Logged bugs, reported UX issues and supported devs with feedback.

Education

Yıldız Technical University, Mathematics, Faculty of Arts and Science

Sept 2019 – June 2024

- GPA: 3.2/4.0
- **Coursework:** Computer Programming, Object Oriented Programming, Data Structures