



SUMMARY

I am a highly experienced senior software developer with a focus on game engines, virtual reality, and augmented reality. With 7 years of experience in this area, I have a strong understanding of the technical challenges and opportunities that arise in these fields. My expertise in game engines includes working with popular engines such as Unity and Unreal Engine to create immersive gaming experiences. I am also experienced in developing for virtual reality platforms such as Oculus and HTC Vive, as well as creating augmented reality applications using ARKit and ARCore.. My technical skills include proficiency in programming languages such as C# and Java. I am also skilled in developing for mobile platforms such as iOS and Android.

SKILLS

Unity, Unreal Engine, C#, Lighting, Game Design, Level Design, Project Management UI&UX, Firebase, Playfab



ENES TEKIN

GAME DEVELOPER

CONTACT

+905327045094
[Website](#)
enstkn93@gmail.com

6181 St. No: 8
Demirkopru Karsiyaka
Izmir/Turkey

EDUCATION

2011 - 2016
Bachelor's Degree
Mathematics and Computer Science

DEMO REEL

[Video Link](#)

WORK EXPERIENCE

GAME DEVELOPER

FUNRIKA GAMES // 2023-Present

- Game Mechanics Development
- Tool Creation in Unity
- Lighting
- UI Implementation
- UI Animation

GAME DEVELOPER

UNLIT GAMES // 2020-2023

- Prototyping Creation in Unity(C#)
- Leading the studio to create Hyper-Casual Games
- UI Implementation in Unity
- Game Design & Level Design
- Monetization
- Published 2 Hit Games - [Bridal Rush!](#) - [PuppetMaster 3D](#)

GAME DEVELOPER

MC Games Studio // 2019-2020

- Prototyping Creation in Unity(C#)
- Level Design & Lighting in Unity
- UI Animation

UNITY AR - VR DEVELOPER

PANDORA REALITY AR&VR SOLUTIONS // 2016-2019

- AR Kit, Ar Core, Oculus SDK, HTC Vive, Vuforia
- Scene Ligthning
- Basic Animation