



# EREN BORAN

## Game Developer

**Game Developer** with a **lifelong** passion for games — from hosting and managing private game servers as a kid to designing full systems in **Unity** and **Unreal** today. I specialize in crafting **gameplay loops**, **UI/UX**, and **immersive experiences across mobile**, VR, and web. With a background in **product strategy** and **analytics**, I bring both **creativity** and **precision** to every project I touch.

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## SKILLS

### Game & Level Developer

- **Level design** combat encounter design,
- Game system design, implementation, **balancing**
- Intuitive **UI/UX design**
- Visually focused and concise design documentation
- Dialogue and copywriting
- Playtest conducting and iteration
- AR&VR&XR&MetaQuest
- Agile/Scrum

### Game Engine/Editors

- Unity
- Unreal Engine

### Software

- Adobe Photoshop
- Blender
- Figma
- Generative AI(Comfy UI)
- Notion/Trello

### Programming

- C#
- Unreal Blueprints
- three.js

## REWARD

### SEYTIM HATCH ADANA - 2022 SEYTIM

Secured **first** place in an **entrepreneurship** competition by leading the design and creation of immersive Unity scenes, showcasing innovation.

### Intel Vatan Bilgisayar Game Jam - 2022

Achieved 3rd place with the PC build game simulation "PC RUSH," handling UI, game, and level design, and integrating YouTube and Twitch chat for interactivity.

### Adana NASA Space App Challenge - 2023

Won 1st place in **NASA Space Apps Challenge** with a groundbreaking mobile app educating users about Titan, showcasing innovation on an international stage.

### InovaTİM GameJam - 2024

We won **second** place with the Survivor Base Building game we created. "Astroventure."

## EXPERIENCE

2023 - Present

Redpanda Interactive

### XR/Game Developer

- - Designed and implemented game systems using Unity and C#
- - Contributed to feature roadmap and product planning
- - Developed multiple VR projects for enterprise clients:
  - Halkbank Museum VR (3D models, AI narration)
  - SASA VR Tour (360° factory walkthrough)

2022 - 2023

Onay Yazılım

### Game Developer

- Designed gameplay systems and managed product lifecycles for VR and mobile titles.
- Worked with KPIs and A/B test results to optimize progression and retention.
- Led sprint planning, backlog grooming, and feature prioritization.

2021 - 2022

Miox TECHNOLOGY

### Game Developer / Product Manager

- Specialized in immersive 3D, VR, and hyper-casual game development.
  - Experienced with both Unity and Unreal Engine for rapid prototyping and polished production.
  - Blended innovative design with engaging gameplay to deliver unique experiences.
- Tools & Tech: Unity, C#, VR/AR, UI/UX, Product Analytics, A/B Testing, Git, Blender, Photoshop.

## EDUCATION

### UNITY,C# TRAINING

**GOOGLE ACADEMY OF GAME AND APPLICATION** 15/12/2021 – 17/06/2022  
55 Hours of **Unity** and **C# Training** and 200+ hours of **Google Project Management Training**.

### INTERNATIONAL TRADE AND FINANCE Bachelor's Degree

**ADANA SCIENCE AND TECHNOLOGY UNIVERSITY** 16/12/2018 – 12/10/2024  
Combining business acumen with a passion for **game development**. Gained expertise in **project management**, **strategic planning**, and **financial analysis**, which I **integrate** into designing and delivering innovative gaming and **XR projects**.

### INTRODUCTION TO GAME DESIGN

**California Institute of the Arts** 07/03/2023 – 09/06/2023  
Creating unique game concepts, crafting **immersive** stories, and designing unforgettable characters.

### GOOGLE PROJECT MANAGEMENT TRAINING Coursera/Google

Completed **Google Project Management Certification** on Coursera, gaining expertise in **Agile/Scrum methodologies**, stakeholder management, **risk assessment**, and data-driven decision-making. Developed hands-on experience in **Jira**, roadmap planning, and **end-to-end project execution**.

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## Eren Boran – Personal Projects

This section includes personal and competition-based projects I've developed as a Game Designer, Developer, and Product Owner. Each project reflects experimentation, learning, and a desire to explore mechanics, platforms, and user experience. Full videos and details are available at [erenboran.com](https://erenboran.com).

### Astroventure

3D shooter tower defense game. Designed levels, UI/UX flow, and gameplay systems. 2nd place @InovaTiM GameJam 2024.

### PC Rush

PC-building simulation game. Worked on UI/UX, level design, and balancing. Integrated Twitch/YouTube chat systems. 3rd place @Intel Game Jam 2022.

### Psychosis

Narrative-focused game developed during a 1.5-month bootcamp. Took role as game developer in a 5-person team.

### Robot Factory

Arcade/Idle mobile game. Designed and implemented robot production, digging, and combat loops. Released.

### VR Kızılay Game

VR advergame developed independently. Combined promotional content with interactive gameplay. Featured in events.

### SASA Polyester VR Tour

360° video factory tour built in Unity. Created interactive experience to simulate in-person visit.

### Efes VR Tour

Immersive VR walkthrough for Efes facilities. Built on Unity with environmental storytelling.

### Halkbank Museum VR

Developed Unity-based museum simulation for Halkbank's 100th anniversary. Featured narration, 3D models, and animations.

## Upworks

- Delivered over 10+ freelance projects via Upwork for global clients in mobile, hyper-casual gaming.
  - Built prototypes and full games in Unity for platforms like Android, WebGL.
- Provided UX flow design, UI implementation, and gameplay systems tailored to each client's market.
- Conducted A/B testing and player feedback analysis to improve game loops and monetization features.
- Collaborated with international teams in Agile environments using Trello, Notion, and Slack.

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## HOBBIES

Drawing (Pixel Art & Digital Art)  
Wakeboarding  
Ice Skating