EREN İNANCI

GAME DEVELOPER || SOFTWARE ENGINEER

PROFILE

Gamedev by day, guitarist at night.
Fullstack Gamedev and a Lifetime Learner

SKILLS

Coding Technologies

C# **(Mainly)**, JavaScript, ReactJS, HTML/CSS

Skills

- Strong Object-Oriented Programming (OOP) Skills
- Advanced Game Optimization Expertise
- In-Depth Knowledge of Unity Engine Features
- Proficiency in Game Programming Patterns
- Strong Understanding of Git-Flow Development Practices
- Expertise in Unity Editor Scripting and Tool Development
- Comprehensive Knowledge of Software Architecture
- Good Understanding of Game Feel and Player Experience
- Keen Eye for Post-Processing and Lighting
- Solid Understanding of SOLID Principles
- Experience with Steam Game Publishing
- Advanced Skills in Utilizing AI for solving daily problems, creativity and programming.

Other Softwares
Blender 3D, Adobe Photoshop CS6, Reaper DAW

INFO

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LinkedIn: **@ereninanci**
Github: **@ereninc**
Military Service: Served / Completed
Date of Birth: 09-16-1997

CAREER SUMMARY

Indie Game Developer
"Rogue Duck Interactive" | Aug 2024 to Current
- Publishing Agreement for my Steam Game **HEXAROMA**

Game Developer
"Matte-Studios" | Dec 2023 to April 2024
- Senior-Level Developer

Game Developer
"Hygge Studios-Estonia" | Mar 2023 to Dec 2023
- Mid-Level Developer

Game Developer
"OGO Play" | Dec 2022 to Feb 2023
- Mid-Level Developer

Game Developer
"Cube Games" | Dec 2021 to Sept 2022
- Mid-Level Developer

Junior Game Developer
"Cube Games" | June 2021 to Dec 2021
- Junior-Level Developer

EDUCATIONAL TRAINING

Sakarya University
Computer Science | 2018 to 2021 | Graduated

PROJECTS *(Blue texts are link)*

Personal Portfolio
ereninc.github.io

Steam Game Projects

https://store.steampowered.com/app/3056580/HEXAROMA_Village_Builder/

Student Projects

Mobile Games: **Tiebreak Games**
Computer Games: **itch.io**
Game Musics / Soundtracks: **soundcloud@exwitcher**