

Enes Ugur SEKERCİ

Principal Software Engineer

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Work Experience

King (Microsoft Xbox Gaming / Activision Blizzard) | Berlin, Germany

Principal Software Engineer (C++) | *September 2024 - Present* | [Candy Crush Saga](#)

- Contribute as a technical leader for multiple feature production teams, including one outsource team

Senior Software Engineer (C++) | *Mar 2022 - September 2024*

- Own and drive agile processes, methodologies and tools in a cross-functional feature production team.
- Active role in tech organization processes such as recruitment, goal settings, performance evaluation.

Assoc. Engineering Manager | *Mar 2022 - August 2022*

- Contribute as an engineering manager, coaching, mentoring and performance reviewing several developers

Software Engineer (C++) | *Sep 2019 - Mar 2022*

- Hands on contribution in several feature development processes with high business impact.
- Responsible for implementing, maintaining and optimizing the new and existing game features.

Junior Software Engineer (C++) | *Apr 2018 - Sep 2019*

- Delivering high quality, testable and scalable code that can deliver business requirements.
- Implementing unit tests and end-to-end tests

Garanti Technologies | Istanbul, Turkey

Software Engineer AI/BI | *Nov 2017 - Jan 2018*

- Contribute in the Artificial Intelligence/Business Intelligence department.
- Responsible for generating reports for day-to-day business decisions.

Proud Dinosaurs | Istanbul, Turkey

Software Engineer (Unity, C#) | *Dec 2016 - Nov 2017* | [Macrotis](#)

- Technical lead in a cross-functional team with 10 people.
- Own the implementation of core gameplay mechanics and features.
- Delivered 3D character controllers and physic-based puzzles in a 2.5D environment.

Simsoft Technologies | Ankara, Turkey

Software Engineer (C++) | *Oct 2015 - June 2016*

- Worked in Military Simulation projects.
- Responsible for prototyping new game systems.
- Implemented parallel computing networks and components for simulation softwares.

CodeModeOn | Istanbul, Turkey

Software Engineer AR/VR (Unity, C#) | *June 2015 - Aug 2015* | [Headmaster](#)

- Responsible for prototyping new game ideas in Oculus Rift.
- Implemented proof of concept and first prototype of shipped game Headmaster.

Freelancer | Ankara, Turkey

Software Engineer (Unity, C#) | *Sept 2014 - June 2015*

- Implemented mobile games for educational usage.
- Deliver monthly products for The Scientific and Technological Research Institution of Turkey.

Kron Telecommunication | Ankara, Turkey

Junior Software Engineer (Java) | *Oct 2013 - Sept 2014*

- Implementing unit tests and end-to-end tests for all the code written.

Personal Projects

TOGAM | Released 12 Games in a Year Challenge

Developed with Unity, C# | [Launched](#) each month through 2021

- Design, develop and ship a new game for each month during 2021 with a team of 2 people.

Fabric | First Person Puzzle Game

Developed with Unity, C# | [Launched](#) in Aug 2018

- Worked as a part of a 4 people team for 2 years to release an indie game project.
- Responsible for level design and marketing. Implemented some visual effects in Unity C#.

Game Jam Projects

- Participate in several game jams like Global Game Jam, Ludum Dare, 7DFPS and more... since 2014.
- All the jam games and demos are showcased on [my personal website](#).

Education

M.Sc. Computer Engineering

Istanbul Technical University | 2017 - Dropped

B.Sc. Computer Engineering

Middle East Technical University | 2012 - 2016

Skills

Languages: English (fluent), Turkish (native), German (B1)

Programming Languages: C/C++, C#, Java, Python

Tools & Engines: Unity, Jenkins, CloudBees, Git, Jira