

# Enes Ugur SEKERCI

TECHNICAL LEADER | 10+ Years of Experience



## CONTACT

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Berlin, Germany

## SKILLS

Software Development

System Design

Technical Leadership

Mentorship & Coaching

Cross Functional Collaboration

Process Improvement & Facilitation

Stakeholder Management

Technical Hiring & Interviewing

OKR & Performance Assessment

C/C++/Python/Java/C#

Unity Game Engine

CI/CD Pipeline

## LANGUAGES

English (Fluent)

German (B1)

Turkish (Native)

## EDUCATION

**MSc. in Computer Science**

Istanbul Technical University

2016-Dropped

**BSc. in Computer Science**

Middle East Technical University

2012-2016

## PROFESSIONAL EXPERIENCE

### Principal Software Engineer (C++)

King (Candy Crush Saga)

Berlin, Germany | April 2018 – Present | 7+ Years

Drove the **technical delivery of large scale features** with 50 millions of daily active users, driving technical direction, architecture, and production

**Engineering lead across multiple cross-functional teams**, with product, marketing, data, and operations teams to ensure seamless execution of complex, multi-area initiatives

**Redesigned core systems and infrastructures** such as the event state machine and leaderboard architecture, improving scalability, testability, and operability, and reducing tech debt and complexity

Enabled and contributed into **organizational growth and team building**, by conducting interviews, training the interviewers and improve hiring process

Managed and scaled **outsource team integrations** across Candy, serving as technical and operational driver, enabling efficient onboarding, quality delivery, and stakeholder confidence.

Acted as **Engineering Manager**, by facilitating onboarding, goal setting, coaching, performance review and evaluations for several reports.

Redefined and **improved Engineering craft role expectations** together with Directors and EMs, facilitated discussions and stakeholder management.

Consistently rated as “**Exceed**” / “**Far Exceed**” during **annual performance reviews**, praised for team leadership, hands-on contribution, and proactive communication.

### Tech Lead (C# / Unity)

Proud Dinosaurs

Istanbul, Turkey | December 2016 – November 2017 | 1 Year

Acted as the **technical lead in a cross-functional company** of 10, drove core gameplay implementation and tech direction

Designed and implemented **core systems and architectures**, ensuring smooth user interaction.

Engineered **3D character controllers and physics-based** puzzles within a 2.5D environment.

### Software Engineer (Java)

Kron Telecommunication

Istanbul, Turkey | October 2013 – September 2014 | 1 Year

Developed and maintained **unit tests and end-to-end testing frameworks**, ensuring software reliability and CI/CD.

Implemented **backend development and system integrations**, contributing to robust telecommunications solutions.