

Enes Ugur SEKERCİ

Software Engineer & Engineering Manager

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Work Experience

King | Berlin, Germany

Senior Software Engineer (C++) | Mar 2022 - Present | [Candy Crush Saga](#)

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

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

- Responsible for implementing, maintaining and optimizing the new and existing game features.
- Delivering high quality, testable and scalable code that can deliver business requirements.
- Take a key role in several feature development processes which have high business impact.
- Implementing unit tests and end-to-end tests to keep the product stable.
- Sharing knowledge and helping colleagues through workshops, code reviews and pair programming.
- Own and drive agile processes, methodologies and tools in a cross-functional team.
- Actively participate in recruitment and related organizational processes.
- Manage developers' performance and personal developments by coaching and mentoring
- Proactively implement side-projects and tools that can improve ways of working and the product.

Proud Dinosaurs | Istanbul, Turkey

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

- Main technical point of contact in a cross-functional team with 10 people.
- Responsible for implementing core gameplay mechanics and features.
- Implementing 3D character controllers and physic-based puzzles in a 2.5D environment.

Other Work Experiences

- Software Engineer (Data Warehouse) | Garanti Technologies | Nov 2017 - Jan 2018 | Istanbul, Turkey
- Software Engineer (C++) | Simsoft Technologies | Oct 2015 - Jun 2016 | Ankara, Turkey
- Software Engineer AR/VR - Internship (Unity, C#) | CodeModeOn | Jun 2015 - Aug 2015 | Ankara, Turkey
- Junior Software Engineer (Java) | Kron Telecommunication | Oct 2013 - Sept 2014 | Ankara, Turkey

Personal Projects

TOGAM | Released 12 Games in a Year Challenge

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

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

Fabric | First Person Puzzle Game

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

- Worked as a part of a 4 people team for 2 years to release an indie 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

B.Sc. Computer Engineering

Middle East Technical University | 2012 - 2016

Skills

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

Tools & Engines: Unity3D, Jenkins, Git, Jira

Industry Knowledge: Software development, agile methodologies, software testing