Enes Ugur Sekerci

Technical Leader | 10+ Years of Experience

CONTACT

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eusekerci.com/detailed.pdf

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 Engineering Managers, 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