Enes Ugur SEKERCI
Senior Software Engineer

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Work Experience

King | Berlin, Germany
Senior Software Engineer (C++) | *Mar 2022 - Present* | **Candy Crush Saga**
Assoc. Engineering Manager | *Mar 2022 - August 2022*
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 for all the code written.
- Sharing knowledge and helping colleagues through code reviews, pair programming and mentoring.
- Own and drive agile processes, methodologies and tools in a cross-functional production team.
- Being an engineering manager by coaching and mentoring several developers.
- Active role in tech organization processes e.g. recruitment, goal settings, performance evaluation.
- Being as a tech point of contact for 3 production teams, including one outsource team

Proud Dinosaurs | Istanbul, Turkey
Software Engineer (Unity, C#) | *Dec 2016 - Nov 2017* | **Macrotis**
- Technical point of contact 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.

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 for 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 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

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