# Enes Ugur SEKERCI
Software Engineer & Game Developer

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## Work Experience

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**King | Berlin, Germany**
**Senior Developer (C++)** *Mar 2022 - Present* | **Candy Crush Saga**
**Developer (C++)** *Sep 2019 - Mar 2022*
**Junior Developer (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.
- Take an active role in several release processes.
- Own and drive agile processes, methodologies and tools in a cross-functional team.
- Actively participate in recruitment and related organizational processes.
- Proactively implement side-projects and tools that can improve ways of working and the product.

**Proud Dinosaurs | Istanbul, Turkey**
**Lead Game Developer (Unity, C#) | Macrotis**
*Dec 2016 - Nov 2017*
- 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 | Garanti Technologies | Nov 2017 - Jan 2018 | Istanbul, Turkey
- Software Engineer | Simsoft Technologies | Oct 2015 - Jun 2016 | Ankara, Turkey
- VR Game Developer Intern | CodeModeOn | Jun 2015 - Aug 2015 | Ankara, Turkey
- Junior Software Engineer | Kron Telecommunication | Oct 2013 - Sept 2014 | Ankara, Turkey

## Personal Projects

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**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.
- Responsible for design and implementation. Games are built in Unity C#

**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

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**B.Sc. Computer Engineering**
Middle East Technical University | 2012 - 2016

## Skills

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**Programming Languages:** C/C++, C#, Lua, Python, Java
**Tools & Engines:** Unity3D, Jenkins, Git, Jira
**Industry Knowledge:** Software development, agile methodologies, software testing