

Enes Ugur SEKERCİ

Principal Software Engineer

eusekerici.com

enesugursekerici@gmail.com

+49 1522 339 1525

Work Experience

King (Microsoft Xbox Gaming / Activision Blizzard) | Berlin, Germany

Principal Software Engineer (C++) | *September 2024 - Present* | [Candy Crush Saga](#)

- Serve as a **technical leader** for two production teams, driving architectural design, execution of production plans, and successful feature delivery
- Define and implement **technical strategies** aligned with business objectives by shaping strategy, building high-performing teams, and managing key stakeholders

Senior Software Engineer (C++) | *Mar 2022 - September 2024*

- Led **agile development processes** within a cross-functional feature production team, ensuring and improving efficient methodologies
- Played an active role in **organizational processes**, including recruitment, goal setting, and performance evaluation

Assoc. Engineering Manager | *Mar 2022 - August 2022*

- Provided **coaching, mentoring, and performance reviews** for developers, fostering professional growth
- Contributed to **organizational scaling** through active participation in recruitment, hiring, and process optimization

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

- Developed, maintained, and optimized **high-impact game features**, ensuring CI/CD, performance and scalability
- Delivered **hands-on coding contributions**, enhancing core gameplay mechanics and backend systems

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

- Delivered **high-quality, testable, and scalable** code to meet business and technical requirements.
- Implemented **unit and end-to-end tests**, ensuring robustness and reliability in game features

Garanti Technologies | Istanbul, Turkey

Software Engineer AI/BI | *Nov 2017 - Jan 2018*

- Contributed to the **Artificial Intelligence and Business Intelligence** department, supporting data-driven decision-making
- Developed and optimized **business intelligence reports**, providing actionable insights for daily operations.

Proud Dinosaurs | Istanbul, Turkey

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

- Served as the **technical lead** in a **cross-functional team of 10**, driving core gameplay implementation.
- Designed and developed **key gameplay mechanics**, ensuring smooth player interaction.
- Engineered **3D character controllers and physics-based puzzles** within a **2.5D environment**.

Simsoft Technologies | Ankara, Turkey

Software Engineer (C++) | *Oct 2015 - June 2016*

- Developed **military simulation software**, focusing on high-performance, real-time environments.
- Implemented the **prototyping of new game systems**, optimizing simulation fidelity.
- Designed and implemented **parallel computing networks** to enhance system efficiency and scalability.

CodeModeOn | Istanbul, Turkey

Software Engineer AR/VR (Unity, C#) | *June 2015 - Aug 2015* | [Headmaster](#)

- Designed and prototyped **innovative game mechanics** for **Oculus Rift VR**.
- Developed a **proof of concept and initial prototype** for **Headmaster**, a commercially shipped VR game.

Kron Telecommunication | Ankara, Turkey

Junior Software Engineer (Java) | *Oct 2013 - Sept 2014*

- Developed and maintained **unit tests and end-to-end testing frameworks**, ensuring software reliability.
- Assisted in **back-end development** and system integrations, contributing to robust telecommunications solutions.

Personal Projects

Freelancer | TUBITAK

Developed with Unity, C# | Sept 2014 - June 2015

- Developed mobile educational games for The Scientific and Technological Research Institution of Turkey.
- Delivered **monthly product releases**, ensuring high-quality software aligned with research objectives.

TOGAM | Released 12 Games in a Year Challenge

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

- Designed, developed, and shipped **12 games in 12 months** as part of an accelerated development challenge.
- Contributed in a **two-person team**, handling full-cycle game development, including **design, coding, and publishing**

Fabric | First Person Puzzle Game

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

- Collaborated with a **four-person indie team** over **two years** to develop and launch a **first-person puzzle game**.
- Responsible for **level design and marketing**, ensuring player engagement and visibility.
- Implemented **visual effects** and optimized game aesthetics using **Unity and C#**

Game Jam Projects

- Participated in **multiple game jams** since 2014, including **Global Game Jam, Ludum Dare, and 7DFPS**.
- Developed rapid prototypes and experimental game concepts showcased on [personal website](#).

Education

M.Sc. Computer Engineering (Incomplete)

Istanbul Technical University | 2017

B.Sc. Computer Engineering

Middle East Technical University | 2012 - 2016

Skills

Languages: English (Fluent), Turkish (Native), German (B1)

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

Tools & Engines: Unity, Jenkins, CloudBees, Git, Jira