Enes Ugur SEKERCI

Gameplay Programmer

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Work Experience

Apr 2018 - Present
King | Berlin
Game Developer (C++) | Candy Crush Saga
- Responsible for implementing, maintaining and optimizing the new and existing game features.
- Delivered high quality, testable and well-structured code that can answer high operation standards.
- Took an active role in several feature creation processes from pre-production to release.
- Implemented unit tests and integration tests to keep the game stable.
- Designed and implemented side-projects and tools that can improve overall UX and shipped them.
- Facilitated workshops and hackdays to share knowledge and support colleagues.
- Took an active role in several release processes.
- Owned and derived agile processes besides being a programmer in a self organized flat team.

Dec 2016 - Nov 2017
Proud Dinosaurs | Istanbul
Lead Gameplay Programmer (Unity, C#) | Macrotis
- Main technical contact point for the direction in a cross-functional company with 10 people.
- Responsible for implementing core gameplay elements and features.
- Prepared 3D character controllers codebase and implemented physic-based puzzles in a 2.5D environment.

Other Experiences
- Software Engineer | Garanti Technologies | Nov 2017 - Jan 2018 | Istanbul
- Software Engineer | Simsoft Technologies | Oct 2015 - Jun 2016 | Ankara
- Intern VR Game Developer | CodeModeOn | Jun 2015 - Aug 2015 | Ankara
- Junior Software Engineer | Kron Telecommunication | Oct 2013 - Sept 2014 | Ankara

Personal Projects

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#.
- Designed 3D puzzle levels with an in-house level editor and iterated these levels until release.

Game Jam Projects
- Had participated 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#, Lua, Python, Java
Engines: Unity