

Faik Albayrak

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Profile

I am a Computer Engineer whose priority is always to improve himself and diversify his problem-solving skills. From my school life to the end of my current experiences, I have worked in many areas and produced solutions. I have never limited myself and have continued to research constantly, and I will continue to do so in the future.

Work Experience

Senior Game Developer

Rio Master Games

 03/2025 – present  İSTANBUL, TÜRKİYE

- I developed an idle game with no background window for the PC Steam platform using the Unity game engine.
- I developed a custom API that accesses Unity's graphics engine, removes the background, and includes various display features.
- I developed an optimized idle game experience with various design patterns.
- I achieved both RAM and CPU optimization by using the Dependency Injection architecture and Unity Addressables together.
- I developed an advanced saving system that saves files both locally and to the cloud using Steam Remote Storage. I've also developed this system using UniTask and Semaphore to make it completely thread-safe, eliminating all potential errors. File writes and reads are handled safely and optimized.
- To improve the Steam user experience, I defined Steam Achievements and managed them within the game.
- To improve the Steam community side of the game, I made and published trading cards and Steam Inventory developments.
- I managed the entire process of developing games on Steam with Steamwork.Net, including demos and version 1 releases. I installed Steam services on the Unity side and connected them to in-game content.
- I completed the steps such as creating a store page via the Steamworks control panel, completing all the steps, sending the first build, and completed the store view.

Software Developer

No Surrender

 09/2022 – 02/2025  İSTANBUL, TÜRKİYE

- Designed scalable backend architectures for gaming platforms.
- I worked on server authorized multiplayer game systems with Photon Bolt.
- I developed various systems for mobile platforms with the Unity game engine and C# programming language. For example, game modes, payment systems, notification systems, clan system, friendship system.
- I built and tested it on various platforms, for example IOS, Android and Windows.
- I worked in iOS and Android testing environments, such as Testflight and Google Developer Console.
- I am proficient in all game publishing and store page creation processes with Steamworks.
- I worked and improved myself in version control and project management systems such as Git and Jira.

Software developer

Mad Byte Games

 06/2022 – 09/2022  İSTANBUL, TÜRKİYE

- Zula is developed with the Acknex game engine and the Lite-C programming language. I integrated myself into C programming and developed various game service and mechanics.

Education

Computer Engineering Sakarya University

 09/2018 – 05/2022  SAKARYA, TÜRKİYE

- Gained comprehensive knowledge in embedded systems, web development, mobile applications, processor architecture, and hardware design.
- Participated actively in university projects, collaborating with peers to design and implement innovative solutions.
- Developed a strong foundation in both software and hardware concepts through hands-on projects and academic training.
- Enhanced problem-solving skills and technical expertise by working on real-world applications during studies.

Skills

C#

DotNet

Unity Engine

PostgreSQL

PlayFab

Python

Image Processing

Problem Solving

SAP-ABAP

Certificates

 04/2025

SAP ABAP 50 Hour Expert Consulting Training IMPRESS

<https://verified.sertifier.com/tr/verify/30945371506329/>

Completed a 50-hour advanced SAP ABAP consulting program focused on ABAP development, system customization, performance optimization, and best-practice solution design.

 01/2020

Mobile Application Security Bahçeşehir University

 04/2017

Creativity and Management Techniques Joven Academia

KGZKYY284

 04/2017

Entrepreneurship Joven Academia

KGZHA0284

 04/2017

Diction and Body Language Joven Academia

KGZTJD284