



GÖKHAN TUTKU ÇAY | [Türkçe Cv](#)

Senior Software Developer & Project Manager & Technical Lead
(Game & Real-time Systems)

📍 Turkey (Remote Friendly) | No travel restrictions

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ABOUT ME

The unique rhythm of software, mathematics, philosophy, and music is more than just a passion for me; it is the fundamental cornerstone that shapes my professional vision. I embrace a working principle that merges analytical thinking with the discipline of mathematics, system design with the inquisitive depth of philosophy, and the harmony of code with the rhythm of music. By centering my professional focus entirely on problem-solving and optimization, I view analyzing every technical challenge deeply and conducting an aesthetic solution production process as an "intellectual pleasure." This multifaceted perspective is the primary source of my motivation to develop sustainable, stable, and high-performance systems.

PROFESSIONAL SUMMARY

Senior Software Developer with over 10 years of deep experience in the Software Development Life Cycle (SDLC), system optimization, and technical process management. Expert in complex algorithms, real-time system architectures, and high-performance product development. Proficient in managing multi-disciplinary teams using Agile/Scrum methodologies, providing technical coordination during crises (Incident/Problem Management), and maintaining system stability in line with SLA targets. Focused on creating measurable business value by combining technical expertise with ITIL principles and analytical problem-solving.

TECHNICAL SKILLS

- **Programming Languages:** C#, C++, C, JavaScript (NodeJS), SQL.
- **Technologies & Frameworks:** Unity, .NET / ASP.NET MVC, Web API, HTML5/CSS3.
- **Process & Operations Management:** ITIL Principles, SLA Management, Project Management, Team Leadership, Agile/Scrum, SDLC, Root Cause Analysis (RCA).
- **Tools & Platforms:** Jira, Confluence, Trello, Git, Jenkins (CI/CD basics), Steamworks.
- **Online & Multiplayer:** Real-time network synchronization, matchmaking algorithms, and competitive (1v1, 3v3) architecture design using Unity Photon (PUN/Fusion).
- **Core Software Engineering:** OOP (Object-Oriented Programming), SOLID Principles, Design Patterns (MVC, Factory, Observer), Data Structures & Algorithms.
- **Architecture & Backend:** Microservices Architecture, RESTful APIs, Scalability, Concurrency & Multithreading, High-Performance Systems
- **Testing & Quality:** Unit Testing, Integration Testing, Technical Debt Management

PROFESSIONAL EXPERIENCE

Independent Software Developer & Technical Lead | *Remote* | 2024 – Present

- **Product Life Cycle (Fuu):** Managed the end-to-end development, QA, optimization, and deployment processes of the project "Fuu," which was successfully published on the Steam platform.
- **Rapid Prototyping (50+ Projects):** Developed more than 50 technical prototypes by analyzing market trends; accelerated the idea-to-product conversion time by 30% using "Rapid Prototyping" techniques.
- **Release Management:** Conducted Release Management and performance monitoring processes to ensure the technical sustainability of published products.

Game Facto | *Senior Game Developer* | 2022 – 2024

- **Performance Engineering:** Optimized complex system mechanics to improve system response times and maintain system stability (SLA Compliance).
- **Root Cause Analysis (RCA):** Played an active role in analyzing critical system errors and implemented permanent solutions that reduced error recurrence rates by 40%.
- **Technical Debt Management:** Provided mentorship to the team on code quality and best practices, ensuring the reduction of technical debt and the establishment of sustainable code architecture.

Dark Zone | *Team Leader & Project Manager* | 2021 – 2022

- **Team Leadership:** Coordinated an 8-person developer team to ensure projects were delivered in accordance with technical standards and schedules.
- **Incident & Change Management:** Managed cross-team coordination during critical system outages (incidents) and performed risk analysis for changes in live systems.
- **Stakeholder Management:** Acted as a bridge between software and business units (Cross-functional collaboration) to ensure technical requirements were 100% aligned with business goals.

EDUCATION & LANGUAGES

- **Gaziantep University** | Turkish Language and Literature (Undergraduate - Dropout) | *Focused on Software Development Fundamentals and Algorithm Training*
- **Languages:** Turkish (Native), English (Professional Working Proficiency).

SOCIAL COMPETENCIES

- Ability to transform complex technical issues into strategic data and reports understandable by business stakeholders.
- Rapid adaptation to change, continuous learning, and a solution-oriented leadership approach.