

CAN AYDIN

UNITY DEVELOPER

CONTACT

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Istanbul, Turkey

SKILLS

- Programming Languages:** C#
- Game Development:** Unity 3D
- SDK Implementation:** GameAnalytics, Facebook SDK, Firebase Crashlytics, Firebase Analytics, Firebase Messaging
- Version Control:** GitHub, Plastic SCM
- Development Methodologies:** Agile, SCRUM
- SOLID Principles & OOP:** Applied SOLID principles and Object-Oriented Programming

EDUCATION

Department of Game Programming

SAE Institute Dubai

2013 - 2016

LANGUAGES

English
Turkish

PROFILE

Dedicated Game Programmer with expertise in developing and optimizing games using Unity 3D and C#. Demonstrates a strong track record of collaborative development in Agile settings and a commitment to creating compelling gaming experiences. Actively seeking opportunities to bring technical skills and innovative game development to a dynamic team

WORK EXPERIENCE

Senior Game Developer

Moda Games

August 2022- Current

- Code Translation & Optimization:** Translated GDD requirements into clean, efficient code and optimized hyper-casual & arcade idle games for mobile efficiency through strategic debugging.
- Collaborative Development:** Ensured integrated project development by coordinating with Game Designers and Artists, achieving project completion by the due date.
- SDK & Analytics Implementation:** Implemented 3rd party SDKs (GameAnalytics, Facebook SDK, Firebase) and facilitated live operations through Ratic SDK.
- SCRUM & Agile Methodology:** Engaged in daily SCRUM sessions, ensuring clear communication and project progression.
- Diverse Game Development:** Spearheaded the development of various hyper casual game types (Runner, Shooter, Action) and Idle Arcade games, managing gameplay, UI, AI, Sound, Animations, and physics.
- Version Control:** Utilized Plastic SCM for version control, ensuring organized and accessible code management.
- SOLID Principles & OOP:** Applied SOLID principles and Object-Oriented Programming (OOP) to ensure scalable and maintainable code architecture.

Senior Unity Developer

Hex Games

January 2022 - July 2022

- Prototyping & Gameplay Implementation:** Created hyper-casual prototypes and implemented gameplay, features, and UI using Unity 3D C#.
- Collaborative Development:** Ensured cohesive project development by working closely with game designers and artists.
- Technical Implementation:** Implemented 3rd party SDKs like GameAnalytics, Facebook SDK, enhancing game functionality and data analytics.
- Agile Development:** Engaged in daily SCRUM sessions, ensuring project continuity and team alignment.
- SOLID Principles & OOP:** Applied SOLID principles and Object-Oriented Programming (OOP) to ensure scalable and maintainable code architecture.

WORK EXPERIENCE

Unity Game Developer

Flamingo Game Studio

January 2019 - October 2021

- VR & AR Game Development: Developed several VR games using Unity 3D C# for Oculus Rift and HTC Vive and AR projects using Unity and Vuforia.
- Successful Project Launch: Released 2 hyper-casual games with over 15 million combined downloads ,showcasing the ability to produce popular and engaging content.
- Educational Game Development: Developed and sold approximately 10,000 units of Kral Sakir AR, an educational AR game teaching basic Math and English skills to children.

WORK EXPERIENCE

Unity Game Developer

Mayadem A.S

October 2016 - January 2017

- Project Assistance: Contributed to the programming of the TRT Canim Kardesim project, showcasing the ability to contribute to collaborative development environments.
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