

Eren Sırlı

Unity Developer

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SUMMARY

I am currently studying Management Information Systems at Pamukkale University, and I have been using Unity for over 4 years. My goal is to advance my career as a Unity Developer. Throughout my game development journey, I have gained knowledge in C# and Unity, while also developing basic graphic design skills using tools like Blender, Aseprite, and Photoshop. I have developed both 2D and 3D games and prototypes, created asset packs, and worked as a freelancer. I am passionate about learning and teaching, which is why I share Unity tutorials on YouTube to reinforce my knowledge and occasionally learn new things myself. I have an upper-intermediate level of English and am working to improve my language skills. In my spare time, I am currently working on developing a game and I am developing a mobile application with a team using React Native.

MY PROJECTS

Bug Bane *Solo Dev*

2024-Now

A roguelike bullet-hell game inspired by "Vampire Survivors", planned to be released on Steam. Solo developer responsible for the entire programming process. Currently near completion.

- Developed a custom Procedural Wave System from scratch
- Designed and implemented systems for character progression, dynamic item upgrades, and power-ups
- Focused on performance optimization in Unity, using techniques like Object Pooling
- Created dozens of unique abilities and items, and developed their gameplay mechanics
- Enhanced overall game feel through UI variations, animation transitions and player feedback effects

blank99 *Content Creator*

2023- Now

I run a YouTube channel where I create content focused on Unity, Blender and gaming culture. My goal is to provide beginner-friendly tutorials, making game development more accessible to newcomers. Driven by a passion for both learning and teaching, I aim to produce content that is engaging, informative, and helpful to my audience.

Foes Of Legacy *Game Dev*

2023- Now

Foes of Legacy is an action-packed roguelike game inspired by Brotato, featuring a character-based ability system. I am developing the game with a teammate, and it is nearing completion.

- Developed a character-based ability system and dynamic item systems to provide depth to player progression
- Created Procedural Wave System and Boss AI to make each level unique
- Designed all artwork and sound effects
- Conducted country-specific marketing research, providing insights and analysis for different marketing strategies

Spooky Sprint *Solo Dev*

2023-2023

Spooky Sprint is a 3D FPS roguelike game that offers a short gameplay experience. The goal of the game is to complete three waves without dying. My aim was to create a playable and fun product within a short time frame, and I completed this project in about 2 weeks.

- Designed all particle effects myself, enhancing the game's atmosphere.
- Developed a hitbox system where bullets deal different amounts of damage depending on whether they hit the head or the body. This adds a strategic element, allowing players to focus on specific targets for better results.
- Implemented a gun recoil mechanic that creates a natural recoil feeling when shooting, adding a realistic and challenging aspect to the gameplay

Highway Rush is a 3D Endless Runner game with infinite gameplay, as the genre suggests. The general gameplay is similar to Subway Surfers, but in this game, we drive a car in traffic. Highway Rush is a milestone for me because I shared this game with several publishers and received both positive and negative feedback from them.

- Integrated a power-up system that offers speed boosts, shields, or extra points, making the gameplay more fun and dynamic
- Used a procedural obstacle system to continuously generate varying obstacles on the road, challenging the player's skills

EDUCATION

PAMUKKALE ÜNİVERSİTESİ /Bachelor

2022-Now

Managment Information Systems

SKILLS

- I have been working with Unity for over 4 years, during which I have developed numerous games for both mobile and PC platforms.
 - Alongside Unity, I have been learning C# for over 4 years.
 - I have basic knowledge of GitHub and version control practices.
 - I have been using Blender for over a year, primarily focusing on prop modeling.
 - I have basic knowledge of Substance Painter, Aseprite, and Audacity.
 - Additionally, I have over 8 years of experience with Photoshop and am proficient in using it for game development purposes.
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