

# Serkan Tunç - Game Developer

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## SUMMARY

As a programming enthusiast, I am passionate about pushing the limits of language barriers and exploring innovative solutions to complex problems. With a strong foundation in [relevant skills/experience], I am motivated to collaborate with like-minded professionals on challenging projects that require outside-the-box thinking and a commitment to excellence.

Let's dance in the poetry of robots.

## EXPERIENCE

### Game Developer

#### Ridgge Games

January 2021 - March 2023, Denizli, Türkiye

- Specialized in game programming using C# language on Unity 3D.
- Collaborated with team to design and develop games that received positive feedback from players.
- Utilized various frameworks and tools such as UniRx, UniTask, and Zenject to streamline work processes and increase productivity.
- Contributed to successful projects at Ridgge Games, resulting in an increase in revenue.
- Worked on different projects and with various teams to develop skills in the game development process, resulting in a reduction in development time for future projects.
- Designed an architectural framework within Unity and optimized code using design patterns and Dependency Injection (DI), resulting in an increase in game performance.

### Software Developer

#### Hooly Entertainment

September 2020 - January 2021, Remote

- Developed innovative solutions for various companies as a full stack developer.
- Designed and developed both front-end and back-end solutions for multiple projects.
- Gained experience in designing and developing APIs.
- Utilized Git, Jira, and Jenkins to store code, manage projects, test, and deploy solutions.

## EDUCATION

### Bachelor of Science in Economics

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## SKILLS

Hard Skills: Unity, C#, Game System Design, Game Mechanics Design, JavaScript

Technical Skills: Git, Github, Jira, Svn, Unit Testing, Rest API, OOP, Reactive Programming

Soft Skills: Shaderlab, Java, C/ C++, Graphics Programming(GLSL/HLSL)