Hasan**Tunc**

GAME DEVELOPER · SOFTWARE ENGINEER

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"A passionate game developer and software engineer from Turkey"

Summary

Self-motivation is the key to success; combining it with analytic intelligence and self-discipline makes the result extraordinary. I keep this in mind, always looking forward to learning and trying new things. So, I spend my free time making useful tools, cool games, and research projects in which I cover advanced concepts in gaming and programming.

Work Experience

Zynga *Istanbul, Turkey*
MOBILE GAME ENGINEER *Nov. 2022 - Present*

- Development of **Backgammon Plus**, an online board casual game with 100K Daily Active Users (DAU) and 7K Concurrent Users (CCU).
- Working closely with 2D Artists, Back-end Software Engineers (Http server, Java Socket Game server). Collaborated on the integration of various features and ensured seamless user experience.
- Implementing best fitting programming architecture, including Command Pattern, MVCS approach, and adhered to SOLID principles, ensuring the project's scalability and maintainability.
- Developed innovative features for Backgammon Plus such as SocialHub (allowing players who are Facebook friends to play together, enhancing social interactions within the game), Promo System (a user-specific and time-specific offers system, boosting monetization efforts by presenting tailored offers to encourage in-game purchases.), Piggy Bank (enabling players to collect coins from games and utilize them for in-game purchases, enhancing player engagement and retention.), and Reward Center (lets players to watch ads and earn game-specific items. I also integrated the interstitial and rewarded ads to the game.)
- Collaborated closely with the back-end team to determine optimal APIs for various features, ensuring seamless integration and data communication between frontend and backend systems.
- Using Jira for task tracking, version planning, and sprint planning, ensuring alignment with project goals and deadlines.
- Monitoring live versions using Firebase Crashlytics and BugSnag, allowing real-time monitoring of version crashes and crash-free user metrics etch.

Fiber Games *Istanbul, Turkey*
SENIOR GAME DEVELOPER *May. 2021 - Oct. 2022*

- Making hyper-casual mobile games, creating tools that help us to speed up the development processes, technical supporting whole developing projects, and enhancing the development pipeline with the version control system and custom tools so that people from different disciplines can work synchronously and effectively in the same project.
- I have developed over 50 mobile games, and Wax Time is one of them. Wax Time is a mobile game that achieves a soft-launch state and gets a 500K download! We were six people, and I was responsible for Project Management, Game Development, and Live-Ops Configurations.
- I have created custom tools such as Fiber Move (provides functionality to handle character's input-movement configurations), Fiber Level (aims to Runner games and generate unique levels in a second, also supports detailed adjustments for level generations), Project Starter Template, Path Creator and many more.
- I refactored the whole game development pipeline with version control systems and custom tools. With the new approach, the company gains 3-4 days per project.

Pyramid Games *Istanbul, Turkey*
TECHNICAL MANAGER *Apr. 2017 - May. 2021*

- We developed an action-adventure RPG game, Lands of Pharaoh Episode 1. The game includes systems like inventory, upgrade the weapon, hero stats, dynamic camera, dialogue, quest, combat, day and night cycle, item chest, climbing, and more. We developed the project with Unreal Engine 4 and published it on Steam.
- I have taken an active role in the technical management of whole the project with Version Control Systems, Artificial Intelligence, Gameplay Programming, User Interface, and Animation Programming. Along with these, I spend intensive time on Project Versioning and Project Build as well as the Technical Optimization and Improvement processes.
- Our developer team consisted of two people, myself included. I was the only programmer on the project. With this project, I gained serious experience and skills related to game development.
- Designing technical details of the User Interface for required systems and programming the User Interfaces.
- Editing and implementing the characters' animations and programming systems based on characters' skills and types.
- Programming and designing technical details of Artificial Intelligence.
- Ensuring that all systems operate without errors (Levels, Actors, AIs, Main character, and other components.)
- Designing technical aspects and programming the core gameplay features based on the concept and the storyline.
- Using HLOD, Cull Distance, and Level Streaming concepts to reduce draw-calls and optimize the game.

- Managing the building and releasing processes of the project. This includes solving GitHub issues (merge conflicts, pushing LFS objects, etc.) Building in UE4 issues and, SteamPipe issues.

Virtual Projects
Istanbul, Turkey

VIRTUAL PROJECT - PYRAMID GAMES TEAM LEADER
Oct. 2020 - April. 2021

- I was responsible for technical management during the development process. Also, I developed 5 mobile games on Unity. (Runner, Simulation, Turn-Based Strategy)
- I created a monthly action plan that contains all of the workflow and rules to manage processes like Game Prototyping, Trello, and Github Usage for certain Projects, Project Versioning, and more. We improved our game development capacity by using this action plan.

Reactor Inc.
Sakarya, Turkey

SOFTWARE DEVELOPER - FREELANCE
Jun. 2020 - Jan. 2021

- The main purpose was to learn the required technologies for building full-stack web apps and use the knowledge on any start-up ideas.
- I have developed a few full-stack web apps using React for the front-end and Express.js, Node.js, and MongoDB for the back-end.
- I have learned MERN and use this technology stack on my web apps such as Netflix, Youtube Clone, and Covid19-Tracker Web App Projects.
- I have learned how to manage React states in exhaustive projects by using Context API and Redux.
- We developed an exhaustive CRM project that contains 4 pages and roles. My main task was to handle the front-end. I used JWT Authentication to handle Role Based Authorization, ES6 to use javascript more efficiently, SASS to manage the whole project's styles, Context API to manage React states, PrimeReact to handle UI Components.

Ganover Technology and Informatics
Kocaeli, Turkey

GAME DEVELOPER - PART TIME
Mar. 2020 - Jul. 2020

- I have created a custom 3rd Party Library for Unity a cross-platform project that allows game developers to integrate Services like Authentication, Leaderboard, Achievement, Cloud Saving, Game Invitation, Game Sharing, Push Notifications, and also Ads Services like Google Admob and Unity Ads to their Unity Projects. The 3rd Party Library is using Playfab, GameCenter, PlayStore, Google Admob, and Unity Ads service configurations.
- I also was responsible for the configuration and integration of the necessary services to enable our applications to work on IOS.(IOS Builds, Managing AppStore Dev. Accounts, Test-Flight on AppStore.)
- I've created a Hyper-Casual mobile game that calls Colorful Jelly Jump in Unity.

Gamelab Istanbul
Istanbul, Turkey

ANDROID GAME DEVELOPER - INTERNSHIP
Sep. 2018 - Oct. 2018

- The main task is to build 2D mobile games with Java. I have learned basic information about the mobile game industry and how to build simple 2D games with Java.

Toyota
Sakarya, Turkey

TOYOTA INTERNSHIP PROGRAM
Jan. 2018 - Jun. 2018

- We developed a web application to manage and organize Toyota workers, visitor entrance, and exit hours to the factory.
- In addition to these features, the application includes user roles and an administrator panel on the application to track the data and manage requests.
- My main task on the project was to fulfill the requirements in Back-End. While I was developing the Back-End of the app, I used Java as the main programming language, Javascript - HTML for creating basic panels to test the Back-End, Mysql for database, and Hibernate for handling DatabaseApp sessions, and finally Spring MVC for managing app structure via MVC architecture.

Team Reaction
Kocaeli, Turkey

MANAGER
Apr. 2015 - May. 2016

- I worked at Team Reaction for more than one year as League of Legends Manager.
- I was responsible for two teams, twelve players and our main goal was to be an attendee of TPL.

Honors & Awards

Crystal Pixel Video Game Awards
Istanbul, Turkey

JURY SPECIAL PRIZE
Dec. 2020

- As part of the 2020 Crystal Pixel Video Game Awards, our game Lands of Pharaoh: Episode 1, released on Steam, was awarded the Special Jury Award by TOGED.

Next In Game Startup
Istanbul, Turkey

2ND PRIZE
Sep. 2020

- We have achieved the second prize in Next In Game Startup 100 teams and about 1000 people participated in Turkey's largest contest for game developers.

Publications

Unity CPU, GPU & Memory Optimization
SPEAKER

Online

Sep. 2023

 • Two-week journey, meeting every Sunday to explore the nitty-gritty details of Unity optimization. From squeezing the most out of the CPU and GPU to effective memory management.

Cube Runner
GAME DEVELOPER

itch.io

Apr. 2022

• Cube Runner is a Black&White Game Jam project that's a time-attack racer where you strive to beat your best time. The game is powered by Unity3D.

Lands of Pharaoh Episode 1
TECHNICAL MANAGER

Steam

Jan. 2020

• Lands of Pharaoh is an action-adventure RPG game powered by Unreal Engine 4. The game only supports Windows platforms.

Blob Character Creator
INDIE GAME DEVELOPER

GitHub

Jul. 2022

• Blob Character Creator is a tool that provides functionality to create, customize and animate blob-like characters. Blob Shader is used to achieving a blob-like appearance. The shader has created using a raymarching technique that uses complex calculations for rendering. The tool currently supports IOS, Android, macOS, and Windows platforms.

Project: Solid Factory
INDIE GAME DEVELOPER

GitHub

Jul. 2022

• SOLID Factory is a Unity2D Project which has been developed to test high-level programming concepts such as SOLID, DRY, Separation of Concern, Composition over Inheritance, Maximize Cohesion, Minimize Coupling, and Dependency Injection(via Exzenject) principles in Unity.

Portfolio
CONTENT CREATOR

Youtube

Aug. 2020

• I share my creative projects and portfolio works through engaging videos, providing viewers with a visual journey into my skills, problem-solving abilities, and innovative ideas. Each video showcases the entire process behind my projects, highlighting my expertise and attention to detail.

Others
GAME DEVELOPER - SOFTWARE ENGINEER

GitHub

May. 2018 - Present

• I'm a very active user on GitHub. There are about 30 projects which I have published related to Game Development and Software Engineering.

Skills

Game Engines	Unity, Unreal Engine
Version Controls	GitHub, GitBash-LFS, Sourcetree
Programming	C, C++, C#, Java, Javascript
Front-end	React, Redux, Context API, HTML5, SASS
Back-end	Express, Node
Database	MongoDB, Mysql, SQLite
Monitoring	Firebase Crashlytics, BugSnag
Languages	Turkish(Native), English(B2)

Education

Sakarya University   *Sakarya, Turkey*
BACHELOR'S DEGREE, COMPUTER SCIENCE   *Aug. 2017 - Feb. 2021*

- 30% of English education.
- High Honor Certificate: Get full grade in a semester.
- 3.14 GPA

Sakarya University   *Sakarya, Turkey*
BACHELOR'S DEGREE, ELECTRICAL AND ELECTRONICS   *Aug. 2014 - May. 2016*
 ENGINEERING
- Basic knowledge about electric and electronics.

Sakarya University   *Sakarya, Turkey*

FOREIGN LANGUAGE EDUCATION, ENGLISH   *Aug. 2013 - Feb. 2014*

- B1 English Level

Other Interests

Computer Science Club at Sakarya University   *Sakarya, Turkey*
MEMBER   *Feb. 2019 - Jan. 2020*

- I was a member of the club and joined events, workshops, and seminars.

Computer Science Faculty Football Team   *Sakarya, Turkey*
MEMBER   *Feb. 2019 - Jan. 2020*

- There was a football tournament between faculties and it is held every year. We created a team to join the tournament. I was captain of the team.

Football Player   *Sakarya, Turkey*
AMATEUR   *Feb. 2019 - Jan. 2020*

- I was a member of the club and joined events, workshops, and seminars.

Computer Science Club at Sakarya University   *Sakarya, Turkey*
MEMBER   *Sep. 2014 - May. 2021*

- Really love to do sports actively. I have been a licensed amateur football player for almost 7 years. I have played in 5 different amateur football clubs as Midfielder(6, 8, 7). I've had the league championship two times.

Chess.com   *Mobile App*
MEMBER   *Dec. 2020 - Present*

- I love to play chess. I think playing chess is a good mental exercise to be more productive.

Video Games   *Computer*
PLAYER   *Jan. 2010 - Present*

- I love playing video games. Keeping follows of game and tech news in the gaming industry.