Abdullah Erol

Mid Game Developer

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SUMMARY

Innovative Game Developer with over 4 years of comprehensive experience in Unity, adept at developing and optimizing captivating mobile games. Proven track record in delivering data-driven results and engaging gaming experiences on various platforms. Strong background in team collaboration, project management, and technical problem-solving.

WORK EXPERIENCE

Mid Game Developer   **May, 2023 — Present**
Atreus

- Engineered and shipped three free-to-play (F2P) games, achieving high download rates on both Android and iOS platforms.
- Managed and optimized build pipelines for mobile platforms, enhancing efficiency and performance.
- Integrated multiple third-party APIs to extend game functionalities and improve user experiences.
- Developed and implemented a range of game mechanics and systems using advanced programming techniques.
- Led efforts in multiplayer game development, focusing on scalability and real-time data synchronization.

Game Developer   **February, 2020 — May, 2023**
Dumbo Games

- Conceptualized and prototyped new game ideas, successfully translating them into fully functional game features.
- Applied strong mathematical and algorithmic skills to refine game mechanics and optimize user interfaces.
- Directed the development and implementation of AI components, significantly enhancing gameplay realism and complexity.
- Fostered successful collaborations with six major publishers, enriching project visibility and outreach.
- Spearheaded analytics and monetization strategies, significantly improving player retention and revenue generation.

SKILLS

- Strong 3D math skills, knowledge of vectors, matrices and linear algebra.

- Ability to architect, engineer, and implement clean and concise APIs.

- Solid understanding of DevOps principles and build engineering with experience in Jenkins and similar tools.

- Excellent communication, technical & problem-solving skills.

- Expertise in software architecture, including API design and system integration.

- Proficient in C++, C#, and object-oriented programming; experienced with both Unity and Unreal Engine.

- Git, Software Architecture, Debugging, Optimization

- Object-oriented programming, SOLID principles and scripting language skills.

- Experience with Unity, either commercially or significant personal projects

- Skilled in debugging, optimization, and multithreading; proficient in technical documentation and physics simulations.

- A real passion for games programming and creative Process

- Experience working within a team

- Experience user interface frameworks, Physics Simulation and Technical Documentation

- Good understanding of game development best practices and performance optimization across multiple platforms.

- Unity, Unreal Engine and Game Engines.

- English, Turkish

EDUCATION

Atilim University
Computer Engineering

AWARDS

1st Prize | Tech Camp Istanbul   Jun 2022

- Received the prestigious 1st Prize at Tech Camp Istanbul in June 2022 for our captivating and empowering game centered around 'Women Empowerment,' which was also showcased with distinction at Games For Change USA.

2nd Prize | Expo Game Hackathon   Oct 2021

- Received 2nd Prize at Expo Game Hackathon

3rd Prize | Anadolu Insurance Game Hackathon   Sept 2022

- Received 3nd Prize at Anadolu Insurance Game Hackathon

VOLUNTEER EXPERIENCE

Atilim University Student Club

- Passionately dedicated my time to nurturing the next generation of game developers by teaching game development to enthusiastic young minds at the university's student club.