Emre Emiroğlu
MID GAME DEVELOPER

About

A game developer who always wants to learn more. For over 5 years, I have been developing hyper-casual, hybrid casual, and casual games in various studios. I have strong experience collaborating with art, game design, level design, and product teams throughout the game development process.

Education

İstanbul University
Computer Programming | Sep 2024-Jun 2026

Çukurova University
Faculty of Law | Sep 2014-Jun 2021

Languages

Turkish-Native

English-B2 (Upper-Intermediate)

Professional Experience

Mid Game Developer
Voyager | June 2025-September 2025

- I worked as a developer on hybrid-hyper casual puzzle games.
- Since I was working at a publishing company, I developed games up to soft launch and launch stages. This gave me the opportunity to stay actively involved in monetization and in-app purchase processes.

Mid Game Developer
Teek Games | September 2023-May 2025

- Took part as the developer of Word Bubbles and Skill Strike, two casual games.
- Developed multiple hybrid-hyper casual games in collaboration with Voodoo.
- Improved my knowledge of SOLID principles by working with different Dependency Injection frameworks (proficient in Strange IOC, Zenject, and VContainer).
- Focused on software architecture and the use of design patterns, especially in creating UML flow and class diagrams, and applying patterns such as MVC, MVCS, MVP, Event/Signal-Bus/Dispatcher, Mediator, and Command.
- Gained experience using widely adopted third-party tools such as Odin Inspector, Odin Validator, and SR Debugger.
- Conducted technical interviews and managed hiring processes for new developers in the studio.
- Participated in project presentations for Technopark, gaining experience in pitching and presentation skills.

Mid Game Developer
Cata Game Studios | February 2023-June 2023

- Developed multiple hybrid-hyper casual games for both self-publishing and B2B clients.
- Gained hands-on experience with cloth physics and hair physics using Unity's built-in tools and third-party assets.
- Created and improved a custom template project to accelerate development processes within the studio.

Contacts

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Skills

1. UNITY
2. C#
3. OBJECT ORIENTED PROGRAMMING
4. DATA ORIENTED PROGRAMMING
5. GAMEPLAY PROGRAMMING
6. DESIGN PATTERNS
7. SOLID PRINCIPLES
8. UML
9. SCRUM
10. DEPENDENCY INJECTION
11. SOFTWARE ARCHITECTURE
12. UNIT TESTING
13. OPTIMIZATION

References

İlker Şen | Lead Game Developer | LinkedIn | +90 554 522 39 54

Yusuf Karaaslan | Gameplay Programmer | LinkedIn | +90 507 845 97 46

Ahmet Erbaş | Founder at Friday HR | LinkedIn | +90 533 153 88 24

Emre Eren Kullakçı | Executive and Entrepreneur | LinkedIn | +90 505 691 74 32

Mid Game Developer
Cube Games | September 2021-October 2022

- Developed more than ten hybrid-hyper casual games for different publisher companies.
- Created UML class diagrams to design and improve software architecture.
- Enhanced my skills in code optimization, focusing on hardware impacts—especially CPU and RAM usage.
- Advanced in asynchronous programming: beyond Unity's coroutine system, specialized in pure C# async programming and UniTask.
- Frequently applied design patterns such as Service Locator, Chain of Responsibility, Object Pool, and Flyweight, strengthening my expertise in pattern usage for game development.
- Improved my knowledge in Inverse Kinematics and Ragdoll mechanics.
- Used widely adopted third-party assets like Obi Rope, Obi Cloth, and Obi Fluid to deliver better gameplay feel.
- Adopted PrimeTween (a zero-GC alternative to DoTween), which deepened my interest in low-level programming.
- Progressed in building my own template projects and custom packages, not only in game development but also in tool and environment development.
- Mentored less experienced developers by working alongside them, improving my skills in knowledge transfer and leadership.

Junior Game Developer
Flamingo Game Studio | July 2021-August 2021

- Primarily developed hyper-casual games.
- Gained experience in mesh deformation, improving my skills with the widely used third-party tool RayFire.
- Worked on creating cinematic sequences in games using Unity's Timeline, further developing my expertise in this area.

Junior Game Developer
Lacivert Games | October 2020-June 2021

- Gained my first professional game development experience.
- Developed 10 hyper-casual games using a studio-created template under the mentorship of the lead developer.
- Learned the use of fundamental design patterns such as Singleton, Observer, and Object Pool.
- Acquired initial professional experience in build processes, including troubleshooting and solving issues during the publishing phase.
- Learned to use third-party tools such as DoTween, NiceVibration, and Feel to enhance gameplay feel.

Projects

Word Bubbles : Blast!

Word Bubbles

Letter Dash: Blast!

Scrape Garden

Order Rush Frenzy

Hole Jam 3D!

Idle Merge Chicken War

HiveMindMobileGameTemplate

HMUtilities

HMModelViewController

HMPersistentData

HMPool

HMProDebug

HMHelpers

HMSignalBus