

Ahmet ERDEN

Game Developer | Software Developer

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Portfolio: https://ahmeterden.com/en/games
Seavo Games: https://seavogames.com/

PROFESSIONAL SUMMARY

I'm a software developer with 7+ years of professional experience in web development, where I've designed scalable software, improved application performance, and written maintainable code. Alongside my web career, I've spent around 10 years building games with Unity and C# as a hobby. Over the past three years, I've published three mobile games on Google Play, including Balunzo, Color Clash: Brush Battle, and Jumper Block. I'm currently developing a new 2D game and looking to bring my professional software experience to a career in game development.

CORE SKILLS

Unity Game Development · C# · Mobile Game Development · Gameplay Programming · Game Logic & Mechanics · Game UI Development · Object-Oriented Programming (OOP) · Software Architecture · Design Patterns · SOLID Principles · Clean & Maintainable Code · Performance Optimization · Testing & Debugging · Git & Version Control · Code Review · Agile / Scrum · AI-Assisted Development

FEATURED PROJECTS

Balunzo — Published Mobile Game

10.2026 – 11.2026

Google Play: Link
Unity 6 · C# · Android · URP 2D · Editor Tooling

- Developed a one-finger portrait balloon puzzle game alone with Unity and C#. The game has 6 regions and 150 levels.
- Built the game rules in plain C# classes that do not depend on Unity. Calculated screen coverage from circle areas instead of scanning pixels. The rules run on a fixed physics step, so results do not depend on frame rate.
- Built a level editor with Scene View handles and an automatic level checker that uses a grid to find the areas spikes can reach. Added mechanics such as cloud obstacles, spikes of different sizes, rail spikes and sleeping spikes.
- Implemented star ratings, region gates, a pooled level map, versioned corruption-safe saves and TR/EN localization.

Color Clash: Brush Battle — Published Mobile Game

05.2026 – 10.2026

Google Play: Link
Unity 6 · C# · Android · Google Play · Game AI

- Developed a competitive mobile painting game in Unity and C#, built around territory control and 60-second rounds. Handled development from start to finish and published the game on Google Play.
- Built texture-based painting and scoring systems. Spread pixel scans across frames to keep mobile gameplay smooth, then ran one full scan per round to calculate the final score.
- Developed AI opponents with four difficulty levels. An arena heatmap guided when to paint open areas, defend territory, chase opponents, collect boosts, or retreat.
- Designed six boost types—speed, large brush, paint bomb, paint rain, freeze, and color steal—using the Strategy pattern and an interface-based architecture that makes it easy to add new abilities.
- Built a modular architecture using the Single Responsibility Principle, loosely coupled event-driven systems, and allocation-free code to avoid garbage collection overhead.
- Managed the release process, including a signed Android App Bundle, Play Console setup, the Data safety form, the privacy policy, and store graphics in English and Turkish..

Jumper Block — Published Mobile Game

06.2023 – 07.2023

Unity · C# · Android · Google Play

- Designed, developed, and published an Android arcade game using Unity and C#, handling the full process from start to finish.
- Developed core gameplay systems, including character movement and jumping, gravity, platform generation, camera tracking, and game flow.
- Implemented features to support the player experience, including score and high-score tracking, UI components, and visual changes based on player progress.
- Managed Android builds and Google Play releases, and provided bug fixes and game updates after launch.

PROFESSIONAL EXPERIENCE

Web App Engineer

09.2025 – 03.2026 | Sarıyer / İstanbul

Paribu

- Developed scalable and maintainable frontend applications using Next.js and TypeScript, with reusable components built around a component-based architecture.
- Moved rendering strategies from SSR to SSG/ISR to manage server load and improve performance under high traffic.
- Designed and implemented caching strategies to improve page load performance during heavy usage.
- Restructured state management with Redux to make data flow more predictable and easier to maintain.
- Wrote unit and integration tests for critical workflows and used automated testing to help keep them stable.
- Designed and developed a dynamic venue layout editor within the CMS and used my industry experience to guide technical decisions.

Frontend Developer

05.2019 – 08.2025 | Kadıköy / İstanbul

Tiyatrolar Bilgi Teknolojileri Yayıncılık Pazarlama ve Tic.

- Improved the platform's existing frontend and took full responsibility for maintenance and new feature development.
- Rebuilt the platform with Next.js to support growing traffic and user experience needs, taking an active role in the transition to a modern frontend architecture.
- Designed a reusable component structure and a scalable frontend architecture.
- Implemented technical SEO improvements that contributed to organic traffic growth.
- Restructured the CMS to make the admin panel easier to use and more efficient.
- Managed frontend development and deployment for theater websites linked to the main domain, turning Figma designs into pixel-perfect interfaces.

Web Developer

06.2018 – 01.2019 | Beykoz / İstanbul

Secube Ar-Ge Bilişim Mühendislik Ve Tic. Ltd. Şti

- Developed PHP-based e-commerce platforms and optimized existing systems.
- Developed custom themes and modules for OpenCart and similar platforms.
- Implemented interactive interface features using JavaScript.
- Gained hands-on experience in MySQL database management and query optimization.

TECHNICAL SKILLS

Game Development: Unity · Mobile Game Development · Gameplay Programming · Game Mechanics · Game Logic · Game UI · Game AI · Android · Google Play Console

Programming & Software Engineering: C# · Object-Oriented Programming (OOP) · Software Architecture · Clean Code · Performance Optimization · Debugging · Testing

Web & Other Technologies: JavaScript (ES6+) · TypeScript · React.js · Next.js · Node.js · HTML5 · CSS3

Tools & Processes: Git · GitHub · GitLab · Jira · CI/CD · Agile / Scrum · Code Review · AI-Assisted Development · ChatGPT · Claude · GitHub Copilot

EDUCATION

Management Information Systems 09.2018 – 08.2025
Anadolu University · Bachelor's Degree

Computer Programming 09.2016 – 06.2018
Sakarya University · Associate Degree

CERTIFICATIONS

- Unity C# | Learn Unity Game Development by Building Games – Udemy
- Unity C# | 2D Game Development Course | 2025 – Udemy
- Learn C# by Building Applications: A Complete Course – Murat Yücedağ – Udemy

LANGUAGES

English: Able to read and write technical documentation and communicate in a professional setting.

ADDITIONAL INFORMATION

Driving License: Class B **Military Service:** Completed

Interests: Hiking, camping, and mobile game development.

References available upon request.