

# Kadir Eker

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## Work Experience

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### Senior Game Developer • Dubit

12/2022 - Present (>1 year)

- Assisting the development of games, educational applications, and branding experiences in Unity, Roblox, and React while engaging in discussions with clients to gather their software requirements.
- Architecting tools and systems to optimise pipelines and reduce development time.
- Mentoring and guiding junior developers within the team, fostering a collaborative and knowledge-sharing environment to enhance overall team capabilities and ensure successful project outcomes.

### Tools Programmer • Tactile Games

01/2022 - 12/2022 (1 year)

- Collaborated with game designers to develop tools to improve workflow and increase productivity.
- Created custom C# scripts and plugins to enhance the Unity editor and streamline the development process.
- Reduced development time by automating repetitive tasks and simplifying complex processes.

### Game Developer • Global Champions

03/2021 - 12/2021 (10 months)

- Developed casual and hypercasual games in Unity using C# and Unity's built-in physics engine.
- Designed and implemented game mechanics, levels, and user interfaces, ensuring a smooth and engaging player experience.
- Increased game engagement and retention by implementing features such as daily rewards, leaderboards, IAPs, and social sharing, increasing user retention.

### Unity Developer • CNDG

02/2020 - 03/2021 (1 year 2 months)

- Collaborated with professors and instructional designers to develop a virtual learning environment for biology education in Unity.
- Implemented interactive elements, animations, and audio to create a realistic and engaging learning experience.
- Increased student engagement and collaboration by providing a platform for students and professors to learn and interact in a virtual space, resulting in improved student performance and satisfaction.

## Education

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### Sofia Technical University • Bulgaria

2019

#### Bachelor of Science in Computer Science | Minor in Computer Graphics | GPA 5.32/6 (First)

Topics include Algorithm Design and Analysis, Mathematics, Computer-Aided Design, Virtual Reality, Digital and Microprocessor Devices, Operating Systems, Databases, Computer Networks, and Object-Oriented Programming.

## Skills

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**Programming Languages:** C#, Lua, SQL, C++, JavaScript

**Engines & Frameworks:** Unity, Roblox Studio, Three.js, React Native, .NET Core, Git