

# Enes Sahin

Game Developer - Software Engineer

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## Summary

Unity/C# Game Developer with 10+ years of software and game development experience, including 5 years professionally, across mobile, PC, VR, and multiplayer projects. Experienced in gameplay systems, architecture, tools, UI, optimization, and full feature development from prototype to release.

I have shipped multiple mobile titles, worked on a released multiplayer VR/PC project, and independently developed and released a solo PC game on Steam. I focus on maintainable systems, scalable architecture, and practical execution, with a strong interest in large-scale multiplayer, open-world simulations, and distributed game systems.

## Skills

**Core:** Unity (GameObject, DOTS/ECS), C#, VR, Multiplayer Networking, Physics, Optimization & Profiling

**Architecture & Systems:** Modular Architecture, SOLID, OOP, Composition, Dependency Injection (Zenject, VContainer), Design Patterns, NetCode (RPCs, Replication, Prediction, Packing, Compression..), Client-Server Architecture, Scalable Systems, AI, FSM, Behavior Trees, IK, Procedural & Data-Driven Systems

**Backend & Data:** REST APIs, ASP.NET, MySQL, NoSQL, Firebase, Blockchain Integration

**Tools & Tech:** CI/CD (GitHub Actions, CircleCI), Automated & Unit Testing, Git, Build Pipelines, Debugging, Addressables, DOTween, UniTask, FMOD, Ads & Analytics SDKs, Python, C++, PHP

## Experience

### Lead Game Developer

Remote - Ankara, Türkiye

NocturnForge

2025-2026

- **Founded and led development** of an open-world simulation game (*My Corp Cargo Simulator*)
- Architected **scalable, system-driven architecture (Core → Systems → Gameplay)** using composition based design.
- Built custom **DI container**, editor tooling, logging, and data-driven configuration systems
- Engineered **grid-based open-world streaming** with Addressables (precision handling, chunking)
- Developed ID-based entity system enabling decoupled, data-oriented gameplay systems
- Implemented core gameplay systems: inventory, packages, delivery, character customization
- Built **IK-driven interaction** system for dynamic hand placement and interaction
- Implemented AI (**FSM & Behavior Trees**), **procedural** roads, and navigation systems
- **Optimized CPU/rendering performance** (batching, SetPass, LODs, lighting, profiling)
- Structured **modular codebase** with **assembly definitions** for long-term scalability

### Senior Unity Engineer

Remote - BC, Canada

Highstreet Market

Jul 2023 - Sep 2025

- Developed and maintained **multiplayer VR systems** focused on physics-driven interaction
- Built full-body **IK-based** interaction systems (grabbing, equipping, wearable-to-weapon transformations) for immersive VR gameplay
- Designed a modular, **component-driven combat system** with **physics-based** interaction.
- Implemented **custom physics** joint/constraint handling to stabilize handheld objects and eliminate latency-induced jitter from default physics
- Maintained live multiplayer features; performed **profiling**, debugging, and performance optimization using Unity tools
- Worked across **GameObject & ECS/DOTS**, leveraging **Jobs + Burst** for performance-critical systems
- Built reusable **ECS testing infrastructure**, enabling automated world setup and system-level unit testing
- Mentored developers on **architecture and testing practices**

## Experience

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### Senior Game Developer

Remote - Istanbul, Turkey

Hero Games

Nov 2021 - Jun 2023

- Developed **HG Builder**, a Python-based CI/CD tool integrating **Fastlane** and **Slack** for automated build & deployment workflows, saving **2+ hours daily** and enabling scalable multi-project releases
- Architected a reusable **Unity Idle Arcade Framework** for rapid mobile game development
- Implemented modular systems: **save/load**, **economy & progression**, **inventory**, **upgrades**, and **offline/idle progression**
- Built core gameplay loops: **rewards**, **timers**, **missions/events**, with **config-driven balancing**
- Integrated **ads**, **analytics**, and **IAP-ready monetization**, supporting **live ops** and **A/B testing**
- Contributed to **10+ arcade/idle games** reaching **production/soft launch**, working on gameplay systems, debugging, and optimization
- Led development of an **AI-driven 3D conversational character**, integrating OpenAI GPT models and Google Text-to-Speech APIs

### University Projects (+Graduation)

2021

- **VR Combat System (HTC Vive, Eye Tracking)**: Developed a physics-driven VR gladiator combat prototype in Unity, featuring modular weapon systems, melee and throwable mechanics enhanced with eye-tracking targeting. Applied **foveated rendering** and profiling techniques to optimize GPU performance and maintain stable frame rates in VR.
- **Software Ray Tracing Engine**: Built a custom CPU-based ray tracing engine from scratch, replicating a **GameObject-Component architecture** similar to Unity. Implemented core rendering concepts (ray casting, lighting models, reflections).

### Idle Fisher

2019

- Developed **top-down idle simulation game** with automated fishing, resource collection, and progression systems
- Implemented **AI-driven agents (boats/fishers)** using **FSM + NavMesh** for autonomous behavior
- Built **scalable economy systems** (resource conversion, upgrades, passive income)
- Developed **combat system** with enemy AI and projectile-based ship interactions
- Designed **modular, data-driven architecture** using **Scriptable Objects**
- Integrated **analytics**, **Ads**, **A/B testing**, and **leaderboards** for live-ops optimization

### Idle Town

2017

- Developed **asynchronous multiplayer Telegram game** using **PHP**, **MySQL**, **Webhooks**, and **CronJobs**
- Built **resource**, **building**, and **progression systems** with upgrade pipelines and time-based mechanics
- Implemented **PvE**, **PvP**, and **boss combat systems** with player progression and scaling
- Designed **clan system** with shared progression and role-based management
- Developed **hero system** with equipment-based upgrades and power scaling
- Integrated **leaderboards and ranking systems** across multiple progression metrics
- Implemented **in-game payments** via **Xsolla**
- Achieved **400K+** registered users and **1K+** active users

## Education

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### Yildirim Beyazit University

Bachelor's

Computer Engineering

Ankara, Türkiye • 2017-2021

## Languages

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English

Arabic

Turkish

Fluent

Fluent

Native