

SELİM ŞEHİRİYAROĞLU

Game Developer

Email: selimsehriyar@gmail.com

LinkedIn: [linkedin.com/selimsehriyar](https://www.linkedin.com/selimsehriyar)

GitHub: github.com/ssehriyar

PROFILE

Experienced Game Developer with a passion for creating engaging and innovative gaming experiences. Skilled in developing **mobile games** with **Unity** and optimizing **CPU & GPU** performance. Eager to contribute to dynamic teams and projects, while continuously learning and adapting to new technologies.

WORK EXPERIENCE

MildMania – Game Developer (June 2024–June 2026)

- Develop puzzle mobile games with Unity
- Implement game concepts in line with company systems and standards, with a focus on optimization, maintainability, and player enjoyment
- Contribute to the company's shared library/framework and support improvements to internal tools and systems
- Experienced in Android and iOS vibration/haptics integration and providing technical support for related implementations

Alictus Hub – Game Developer (Jan 2024–June 2024)

- Developed puzzle mobile games with Unity
- Implemented CPU & GPU optimization techniques using profiler
- Contributed to company library
- Created editor tools for level generation

Gamegine – Game Developer (July 2023–Dec 2023)

- Developed 2D educational games for children using Unity
- Contributed to company library
- Utilized FMOD and Addressables

Champy Games – Game Developer (Apr 2022–Jan 2023)

- Designed and developed hyper casual game prototypes from scratch with Unity

Moralabs – Game Developer Intern (July 2021–Sep 2021)

EDUCATION

Ankara University, Department of Computer Engineering, Bachelor's Degree, (Sep 2017–Jan 2022)
GPA: 3.09/4

PROJECTS

Knit N Loop ([Link Here](#))

- Implemented and integrated in-game obstacles, including setup, behaviors, and balancing
- Integrated UI and visual assets using Sprite Atlas to optimize draw calls and performance
- Integrated and tuned in-game vibration/haptic feedback for Android and iOS
- Optimized game performance using Unity Profiler and Frame Debugger by analyzing bottlenecks and improving runtime efficiency

Color Bus Trip ([Link Here](#))

Triple Alien Hunt ([Link Here](#))

Merge Coins: Blast Jam ([Link Here](#))

WonJo ([Link Here](#))

- Developed 2D educational games at Gamegine
- Integrated FMOD for advanced audio functionalities

ACTIVITIES

- Member of Ankara University Digital Game and Design Community (2020/2021)
- Mağara Game Jam #3 (2021)
- Boğaziçi Game Jam (2021)
- Otto Games Game Jam (2020)
- Member of Ankara University Cyber Club (2018/2019)