



# Eyup Batuhan Sevinc

Senior Unity Developer | Match-3, Blast & Scalable Game Systems

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## SUMMARY

Senior Unity Developer specialising in Match-3 and Blast game systems, including puzzle-solving algorithms and scalable game architecture, currently leading the full technical stack of Roy Story at Velo Game Studios. 5+ years shipping 35+ mobile titles across hyper-casual, casual, and idle genres. Proven track record building scalable backend infrastructure, custom Unity Editor tooling, and high-performance systems in large codebases. Passionate about writing clean, maintainable code and creating tools that empower designers and QA to move independently.

## TECHNICAL SKILLS

**Engine & Platform:** Unity3D, Custom SRP, ARFoundation, DOTween

**Editor Extension:** Custom EditorWindows, Custom Inspectors, PropertyDrawers, ScriptableObject tooling, no-code design pipelines

**Languages & Backend:** C# (Advanced), JavaScript, Python, C++ (familiar) | Firebase (Cloud Functions, Firestore, Realtime DB, FCM)

**Algorithms:** Flood Fill, BFS/DFS, Backtracking, A\*, Dijkstra

**Architecture:** SOLID, UniRx, UniTask, Burst/Jobs, Event-Driven & Modular Systems

**Performance:** IL2CPP, GC allocation elimination, GPU Instancing (HLSL), Addressables, Profiling, Mobile optimisation

**AI & Automation:** Claude API, Codex, MCP Servers, Custom Prompt Engineering, AI Agent Design

**DevOps & Tools:** Git, Jira, Jenkins CI/CD

## EXPERIENCE

### Velo Game Studios

Apr 2025 – Present

Senior Game Developer · Blast/Match-3 (Roy Story)

- **Sole architect** of the full backend infrastructure for Roy Story, built end-to-end with Firebase Cloud Functions, Firestore, Realtime Database, and Cloud Messaging. Delivers real-time multiplayer, matchmaking, chat, leaderboards, and team systems.
- Architected a scalable LiveOps backend that sustained **10x+ player growth** without downtime or architectural rework. Real-time multiplayer, matchmaking, and team systems remained stable throughout rapid scale.
- Designed the economy and progression systems that achieved a **\$0.98 ARPU** and D1/D7 retention of **50%/15%**, both significantly above mobile casual benchmarks, through battle pass design, dynamic reward curves, and real-time economy tuning.
- Built a custom level editor and admin suite using **Unity Editor extensions** (custom inspectors, property drawers, ScriptableObject pipelines), used daily by design, QA, and engineering teams. Dramatically shortened content production cycles and removed cross-discipline bottlenecks.
- Engineered security and data-integrity layers (auth, anti-cheat, automated cloud backups, payment integration) ensuring reliable 24/7 operations at scale across a **large, multi-system codebase**.
- Implemented core puzzle-solving systems including Flood Fill for group detection, BFS/DFS for chain matching, Backtracking for level solvability validation, and A\*/Dijkstra for hint and optimal move systems.
- Designed and deployed a suite of project-specific AI agents using Claude, Codex, and custom prompt engineering, integrated via MCP servers. Agents cover code generation, automated testing, proactive bug detection, and security vulnerability scanning, directly reducing development cycle time across the team.
- Engineered a custom haptic feedback system from scratch, designing configuration-driven patterns that enhanced game feel across all core interactions.
- Built all in-game UI animations using DOTween, creating a consistent and polished motion language across menus, level transitions, and match interactions.

- **Collaborated closely with designers and QA** leads to gather technical requirements, translating non-technical needs into scalable engineering solutions with clear documentation.

## Rodd Games

Oct 2022 – Mar 2025

Senior Unity Game Developer · Casual / Hybrid Casual / Arcade Idle

- Shipped **12+ prototypes** in 12 months across a shared modular codebase; 3 titles advanced to soft launch, validating product-market fit through data-driven iteration.
- Reduced "Sort Away" build size from 120 MB to 21 MB (**83% reduction**) via IL2CPP stripping, AssetBundle optimisation, and texture compression, directly improving store download conversion rates on mobile.
- Innovated mechanics for "Pizza Guys" and co-created ad creatives that halved CPI (**\$1.44 → \$0.97**) while boosting D0 playtime by **157%** and D7 retention from **4% to 15%**.
- Created **no-code editor tooling** using **custom Unity Editor extensions**, enabling designers to iterate on levels independently and eliminating an engineering bottleneck from the content pipeline.
- **Mentored junior developers** and led internal knowledge-sharing sessions on performance profiling, IL2CPP optimisation, and editor tooling best practices.

## Algebra Global Technologies

May 2022 – Oct 2022

Unity Game Developer · Casual / Idle

- Eliminated all **GC allocations per frame** in "Chariot Race" by replacing LINQ-heavy code with array pooling and struct-based logic, removing the primary source of frame drops on **low-end mobile devices**.
- Accelerated 10k+ NPC pathfinding via Unity Jobs + Burst Compiler, cutting main-thread CPU load by **45%** and enabling stable **60 FPS** with 10k+ animated units through GPU Instancing shaders (HLSL).
- Built Jenkins CI/CD pipelines that slashed build-deploy-test cycles from **1.5h to 30 min**, tripling QA throughput across the team.
- Architected the live-ops economy system with dynamic reward curves and event scheduling, achieving **4+ hours daily retention** per player.

## Unicode Games

Sep 2020 – Apr 2022

Unity Game Developer · Hyper-Casual

- Shipped **20+ hyper-casual prototypes** in 24 months; 3 titles released globally on Google Play Store.
- Co-developed "Yes or No", which reached **500k+ organic downloads** through ASO-optimised listings with **30% Day 1 retention**.
- Built reusable template systems for core mechanics (swipe, tap, timing), reducing prototype development time by **40%** and enabling rapid iteration across a shared codebase.
- Integrated Firebase Remote Config for live difficulty tuning, boosting D7 retention by **18%** in soft-launched titles.

## PROJECTS

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### Genetic Algorithm Testing Tool

Jun 2021

Personal Project

- Cross-platform GUI tool for rapid GA prototyping, built as a modular Python framework supporting 8+ algorithms with real-time fitness visualisation. Stack: Python, Tkinter, NumPy, Matplotlib.

## EDUCATION

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BSc Software Engineering, Izmir University of Economics

2016 – 2022

AS Computer Programming, Izmir University of Economics

2014 – 2016

## LANGUAGES

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English C1 (Advanced) · German A2 · Spanish A2