



Eyup Batuhan Sevinc

Senior Unity Developer | AR/VR & Backend

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SUMMARY

Unity developer who single-handedly architected the entire backend stack behind a **200 k+ player** competitive Match-3 title — from real-time multiplayer and LiveOps to anti-cheat and payment systems. 5+ years shipping **35+ games** across hyper-casual, casual, and idle genres, with a track record of cutting build sizes by 83%, eliminating GC allocations, and driving D7 retention up to 15%.

TECHNICAL SKILLS

| | |
|---------------------------------|---|
| Engine & Platform: | Unity3D, AR/VR (ARFoundation, ARCore, Vuforia), DOTS/ECS, Custom SRP, Shader Graph (HLSL) |
| Languages & Backend: | C# (Advanced), JavaScript, Python Firebase (Cloud Functions, Firestore, Realtime DB, FCM) |
| Architecture: | SOLID, Zenject (DI), UniRx, UniTask, Burst/Jobs, Event-Driven & Modular Systems |
| DevOps & Tools: | Git, Jira, Jenkins CI/CD, IL2CPP, Addressables, Profiling Scrum / Kanban / SAFe |

EXPERIENCE

Velo Game Studios

Apr 2025 – Present

Game Developer · Match-2/Match-3 — "Roy Story"

- Sole architect of the full backend infrastructure powering **200 k+ concurrent competitors** — built end-to-end with Firebase Cloud Functions, Firestore, Realtime Database, and Cloud Messaging, delivering real-time multiplayer, matchmaking, chat, leaderboards, and team systems.
- Designed a **LiveOps control panel** that lets designers ship battle passes, daily rewards, tournaments, and push notifications autonomously — cutting engineering dependency to near zero for live content updates.
- Built a **custom level editor + admin suite** used daily by the entire team (design, QA, engineering), dramatically shortening content production cycles.
- Engineered security and data-integrity layers (auth, anti-cheat, automated cloud backups, payment integration) ensuring reliable 24/7 operations at scale.

Rodd Games

Oct 2022 – Mar 2025

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

- Shipped **12+ prototypes** in 12 months; 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 optimization, and texture compression — directly improving store download conversion.
- 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 tools enabling designers to iterate on levels independently, removing an engineering bottleneck from the content pipeline.

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 #1 source of frame drops on low-end devices.
- Accelerated 10 k+ NPC pathfinding via **Unity Jobs + Burst Compiler**, cutting main-thread CPU load by 45% and enabling stable 60 FPS with 10 k+ animated units through GPU Instancing shaders (HLSL).
- Built **Jenkins CI/CD pipelines** that slashed build-deploy-test cycles from 1.5 h to 30 min, tripling QA throughput.
- 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**" — reached 500 k+ organic downloads through ASO-optimized listings with 30% Day 1 retention.
- Built reusable template systems for core mechanics (swipe, tap, timing), reducing prototype dev time by **40%**.
- Integrated Firebase Remote Config for live difficulty tuning, boosting D7 retention by **18%** in soft-launched titles.

Brett-Robinson Vacation Rentals

Jun 2020 – Sep 2020

Front Desk Associate & Computer Technician · Work & Travel Program, Alabama, US

PROJECTS

Genetic Algorithm Testing Tool

Jun 2021

- Cross-platform GUI tool for rapid GA prototyping — modular Python framework supporting 8+ algorithms with real-time fitness visualization. *Stack: Python, Tkinter, NumPy, Matplotlib.*

EDUCATION

BSc Software Engineering — Izmir University of Economics

2016 – 2022

AS Computer Programming — Izmir University of Economics

2014 – 2016

LANGUAGES

English C1 (Advanced) · German A2 · Spanish A2