

Sadi Enis GÜÇLÜER

Game Developer

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SUMMARY

Computer Engineering graduate focused on game development and software architecture. Experienced with Unity Game Engine, C#, Unity multiplayer systems, state machines and event-driven architecture. Developed projects involving networked gameplay, mobile match-3 mechanics and backend integration. Continue to work towards contributing to technically robust and engaging game experiences.

EDUCATION

Computer Engineering

Kayseri University, Kayseri, Turkiye **GPA: 3.43 / 4.00** **Graduated: 2026**

WORK EXPERIENCE

Junior Game Developer

DMT Games, Dover, Delaware, US **September 2025 – Present**

- Applied SOLID principles, object-oriented programming, modular architecture, and clean code practices to improve the maintainability and reusability of Unity projects.
- Developed multiplayer adaptations of classic games using Unity and C#. Implemented session management and player connectivity using Netcode for GameObjects, Unity Lobby, Unity Relay, and Unity Transport within a host-client and listen-server architecture. Managed source control with Plastic SCM and followed a Kanban-based workflow.
- Developed a modular Match-3 puzzle game framework with a grid-based Board, Cell, and Tile architecture. Implemented tile swapping, invalid-swap reversion, match detection, destruction, gravity, refill, and cascade systems. Designed a class-based finite state machine for the gameplay loop and used ScriptableObjects for data-driven level, tile, and cell modifier configuration. Built LevelLoader, LevelSession, MoveSystem, and GoalSystem components to support dynamic level loading, move tracking, and objective progression.
- Developed and integrated multiplayer lobby systems for Meowstery Wisp, the studio's primary title, using Unity Relay, Netcode for GameObjects and host-client architecture. Implemented lobby creation, player joining, session connectivity, and synchronized lobby state management. Used Unity Vivox for voice communication between players.

Intern Game Developer

Wide Games Studio, Kayseri, Turkiye **July 2025 – August 2025**

- Contributed to a scheduled content update for Gravi, a commercial multiplayer VR game developed in Unity. Designed and developed a spear gadget from requirements provided by the mentor, defining its gameplay behavior and interaction flow.
- Implemented core spear mechanics such as throwing, thrusting, sticking the surfaces, hit detection and damage. Integrated the gadget into the existing codebase by following the project's base gadget class structure and object-oriented design principles. Delivered the assigned gameplay feature within the update timeline.

PROJECTS

Project First Run | Solo Game Developer July 2026 – Present
Unity 6 - C# | July 2026 – Present
First-person roguelite arena shooter

github.com/SadiEnis/project-first-run

- Independently designing and developing the game using Unity and C#, owning game design, gameplay programming, and software architecture.
- Implemented modular combat, weapon and ability systems, enemy AI, and wave progression, alongside XP, item upgrades, and chest-based rewards.
- Applied object-oriented programming (OOP) and data-driven design using ScriptableObjects, separating content configuration from runtime state.
- Developed automated tests in EditMode and PlayMode to validate gameplay rules and system integration, and maintained technical and game design documentation.
- Managed version control primarily with Unity Version Control (Plastic SCM), organizing development through branches and changesets, with Git/GitHub used for repository synchronization and project sharing.

OceanClean | Graduation Project November 2025 – August 2026
Unity 6 - C#

github.com/SadiEnis/CleanOcean

Recognition: Accepted for a COP31-related initiative.

- Designed and developed a 2D online co-op multiplayer game for 1–4 players, promoting ocean conservation through collaborative waste collection and recycling mechanics.
- Implemented multiplayer networking using Netcode for GameObjects, Unity Lobby, Unity Relay, and Unity Transport, including player synchronization, session management, networked scene transitions, and lobby-level host migration.
- Developed core gameplay systems, including trash collection, recycling, scoring, match results, leaderboards, and inventory/shop interfaces.
- Integrated REST APIs for player authentication, persistent progression, and match statistics, with support for WebGL deployment.

LANGUAGES

- Turkish
- English

REFERENCES

- Sezgin Güven SARI - Founder at DMT GAMES +90 530 040 14 36
- Umut BAYIR - Founder at BayGAMER linkedin.com/in/umut-bayir