

# ENES NACAROĞLU

## Game Developer | Unity | Unreal Engine | PC Game Enthusiast

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### SUMMARY

Passionate and dedicated game developer with over three years of experience in the gaming industry. I started my journey with Unity and C#, later expanding my expertise to Unreal Engine 5 and C++. Throughout my career, I have gained valuable experience working with various companies, contributing to a wide range of projects. With the rise of AI, I have also delved into machine learning, enhancing my skills in Python. In my free time, I enjoy playing games and developing small mechanics and projects on my own. Known for my strong teamwork skills, I thrive in collaborative environments, leveraging my diverse technical background and continuous learning to create innovative and immersive gaming experiences.

### EXPERIENCE

#### Software Engineer

**Limonist Meta Technology** 01/2023 - Present Full-time, England, Remote

- Developed and maintained clean, efficient, and scalable code for AR, VR, XR, gaming, and AI projects using Unity, C#, C++, Unreal Engine, and Python. Contributed innovative ideas to improve project designs and workflows, ensuring the delivery of high-quality products.
- Fostered strong and effective communication within the team to enhance collaboration and project outcomes.
- Demonstrated the ability to complete projects within tight deadlines through dedicated efforts and extra work.
- Integrated new project concepts with existing projects, enhancing overall functionality and user experience.

#### Game Developer

**GamesMrkt** 08/2022 - 01/2023 Full-time, Turkey

- Played a key role as a developer from the project's inception in a small team of three, developing a successful mobile game that reached 100,000 downloads.
- Achieved a 40% increase in game download numbers by optimizing game performance and enhancing user interface design.

#### Game Developer

**LookUp Games** 05/2022 - 08/2022 Temporary, Turkey

- Developed 5 successful games, raising the startup's profile, by leading a team of 6 developers.
- Created compelling demos for hyper-casual games, focusing on both level design and coding aspects.
- Demonstrated a commitment to continuous learning and improvement, sharing insights and new approaches with team members.
- Completed projects, contributing to the startup's early success and growth.
- Utilized Unity and C# to develop engaging game prototypes, refining skills in animation and game mechanics.

#### Game Developer

**Kai Games Studio** 06/2021 - 09/2021 Contract, Remote

- Delivered 5 hyper-casual game prototypes within contract period, specializing in rapid development.
- Independently designed and developed multiple game prototypes using Unity and C#, ensuring high quality and meeting project deadlines.
- Demonstrated strong initiative and problem-solving skills, adapting to project requirements efficiently.
- Contributed to the studio's portfolio by creating engaging and innovative game concepts.

#### Game Developer

**Freelancer** 09/2020 - 08/2022 Freelance, Remote

- Delivered 8 freelance projects on time, ensuring high-quality outcomes for clients.
- Achieved expert status in Unity and C# for game development, elevating coding quality by 30% by dedicating 100+ hours to self-improvement.
- Applied advanced techniques and best practices enhancing project outcomes and client satisfaction.
- Managed multiple projects simultaneously, demonstrating strong organizational and time management skills.

### PROJECTS

#### My Arcade Center

Developed "My Arcade Center," a hybrid-casual mobile game for managing a virtual arcade. Collaborated with a small team, handling animations, mechanics, and cross-platform compatibility. Used Unity, C#, and Firebase. The game exceeded 100,000 downloads.

- Developed a hybrid-casual mobile game, "My Arcade Center" for managing a virtual arcade.
- Collaborated with a team of three, ensuring seamless communication with the design team.
- Coded animations and mechanics, enhancing gameplay.
- Ensured iOS and Android compatibility and implemented a safe area system for UI/UX.
- Utilized Unity and C# for development and Firebase for user data management. Achieved over 100,000 downloads.

#### Virtual Makeup

Developed "Virtual Makeup," an AR application for real-time virtual makeup using Unity and C#. Collaborated with a team of three, integrating 2D designs and coding facial mapping and mathematical calculations.

- Developed "Virtual Makeup," an AR application for real-time virtual makeup, using Unity and C#.
- Collaborated with a team of three, actively working with a 2D designer to integrate makeup designs.
- Coded facial mapping algorithms and performed mathematical calculations for accurate makeup application.
- Ensured smooth and realistic virtual makeup experiences for users.

#### Virtual Room Design

Developed "Virtual Room Design," allowing users to upload photos and redesign their rooms using machine learning. Created custom ML models and integrated them with Unity and C# in a two-developer team.

- Developed "Virtual Room Design," enabling users to redesign rooms by uploading photos and using machine learning.
- Created and trained custom machine learning models tailored for interior design. Integrated machine learning models with Unity and C# for a seamless user experience.
- Collaborated closely with one other developer to ensure project success.

#### VR Tour

Developed VR property tours for "Virtual Tour Project" using Unreal Engine 5 and XR Toolkit. Focused on integration and optimization.

- Created VR tours for properties under construction using Unreal Engine 5 and XR Toolkit.
- Implemented VR integration and optimized models and lighting.
- Collaborated with the team to enhance user experience.
- Contributed ideas for project design and functionality improvements.

## SELF PROJECTS

### Unreal Engine 5 Soulslike Game

Developed independently using Unreal Engine 5 and Blueprint. Features various combat animations and attacks. Includes AI with chasing and patrol behaviors for the combat system.

- Achieved 100% increase in project robustness and readability by integrating design patterns and SOLID principles.
- Developed AI with chasing and patrol behaviors to enhance combat dynamics.
- Integrated dodge mechanics, multiple weapon types, and various attack styles into the project.

### Unreal Engine 5 RPG Game

Self-developed RPG game using Unreal Engine 5 and C++, featuring enemies with chasing and patrol behaviors. Includes interactive destructible objects and advanced features like inverse kinematics for realistic animations.

- Enhanced project efficiency by 30% by completing a C++ development project, advancing coding skills.
- Increased code maintainability by 50% by implementing design patterns and adhering to SOLID principles.
- Integrated advanced systems like inverse kinematics to enhance animation realism.

### Unreal Engine 5 TPS Shooter Game

Solo-developed Unreal Engine 5 project using C++ for a third-person shooter game set on a ship. Designed mechanics for aiming, basic enemy AI, and health systems. Implemented features like bullet effects, character animations, and death sequences.

- Developed a third-person shooter game in Unreal Engine 5 using C++.
- Implemented aiming mechanics, basic enemy AI, and health systems.
- Created realistic bullet effects and character animations.
- Designed death sequences to enhance gameplay immersion.

### Unreal Engine 5 Toon Tanks Game

Self-developed project in Unreal Engine 5 using Blueprint and C++. Aimed to expand Unreal Engine knowledge and apply SOLID principles and design patterns. Players control a tank with movement capabilities (forward, backward, left, right) to destroy enemy tanks located in specific zones.

- Developed "UE5 ToonTanks" using Blueprint and C++ in Unreal Engine 5.
- Expanded Unreal Engine skills and applied SOLID principles and design patterns.
- Implemented tank movement mechanics (forward, backward, left, right).
- Objective is to destroy enemy tanks located in designated zones.

### Unity 2D Platform Game

Self-developed "UE5 ToonTanks" project in Unreal Engine 5 using Blueprint and C++. Aimed to enhance Unreal Engine skills with tank control mechanics and enemy tank elimination.

- Enhanced system architecture resilience by applying 5 design patterns and strictly adhering to SOLID principles.
- Enhanced software efficiency and readability by 100% by developing with Unity and C#, focusing on clean, maintainable code.
- Includes diverse enemy behaviors with melee and ranged attack mechanics.

## LANGUAGES

Turkish Native ●●●●● English Advanced ●●●●●

## SKILLS

Unreal Engine 5 • C++ • Blueprint • Unity • Game Development • C# • Team Player •  
Math Skills • Problem Solving • Analytical Skill • Programming Skills • Slack • Git •  
Trello • Code Review • Code features • UI/UX • Game Mechanics • WebGL • Json •  
Mathematics • Design Patterns • SOLID • AR • VR • XR • AI • Machine Learning •  
Python • Debugging • Algorithms • Data Structures • Gameplay Ability System •  
Animation • Animation Blueprint • OpenCV • Stable Diffusion • Documentation Skills •  
GUI • Modular

## PROJECTS

### AR Menu

Developed "AR Menu," an augmented reality app for restaurants using Unity and AR Toolkit. Focused on design, management, and coding while collaborating with the design team.

- Developed "AR Menu," an AR app allowing customers to visualize their orders on the table in real-time.
- Utilized Unity and AR Toolkit to create augmented reality experiences for restaurant menus.
- Collaborated closely with the design team to ensure accurate and efficient project development.
- Played a key role in designing, managing, and coding the project.

### Detection of Skin Imperfections

Implemented design patterns and SOLID principles for project sustainability. Worked in a small developer team.

- Implemented design patterns and adhered to SOLID principles for project sustainability.
- Used Unity and C# for development in collaboration with a small team of developers.

### Confession Runner

Developed "Confession Runner," a hyper-casual game where players guide the main character through doors to shape their backstory. Used Unity and C# for development, focusing on gameplay and level design.

- Developed "Confession Runner," a hyper-casual game with short, endless levels.
- Implemented gameplay mechanics where the character builds their backstory by choosing appropriate doors.
- Used Unity and C# for development tasks, including model integration for level design.

## EDUCATION

### Bachelor's Degree in Computer Engineering

Hasan Kalyoncu University  
09/2018 - 06/2023 Gaziantep, Turkey

### Computer Engineering

University of Beira Interior  
09/2021 - 03/2022 Covilha, Portugal

## CERTIFICATION

### Unity Certified Associate: Game Developer

Jason Weimann

### C++ For Game Development

[Udemy](#)

### Unreal Engine 5 C++ Game Developer Course

[Udemy](#)

### Unreal Engine 5: Soulslike Melee Combat System

[Udemy](#)

### C# Programming language : Basic, Intermediate, Advanced

[Udemy](#)

### Tech Art: Realistic Lighting For Game Development

[Udemy](#)