

# ARDA CEVIK

## Game Developer

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## PROFILE

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- I'm a game developer with **7+ years of experience** in international **startup** game studios.
- I worked at major mobile game companies in **Turkey** including **Gram Games** and **Peak Games**, now I'm residing in **Germany**.
- I contributed to **9+** (hyper-casual, casual, mid-core strategy, puzzle, VR) projects **released** on mobile platforms and Steam. I have extensive knowledge of game production pipeline.
- My primary expertise: **Unity (certified developer)**, **C#**, gameplay programming, UI programming and rapid prototyping.
- I also have experience in game design, lecturing and consultancy.

## PROFESSIONAL EXPERIENCE

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Software Developer – **Janeious Ltd.** - <http://janeious.com/> Feb 2018 - **Current**

- Working on *Fusion Guards* (mobile strategy game). Designing and implementing a wide range of client side features and tools. Creating technical documents. Improving and maintaining code and app quality.

Lecturer – **Bahcesehir University** – <http://www.bahcesehir.edu.tr/> Feb 2017 – Jan 2018

- Lectured *Introduction to Game Engines* and *Game Development I*.

Game Developer & Consultant – **Winko Games** – <http://www.winkogames.com/> Apr 2017 – Sep 2017

- Game design consultancy and design & development of hyper casual games. Worked on some hyper casual game projects and delivered prototypes rapidly (1-5 days).

Lead Software Developer – **Gray Lake Studios** – <http://graylakestudios.com/> Jul 2016 – Jan 2018

- Worked as tech lead. Trained a new employee. Implemented new features, refactored old systems and applied a new and more robust architecture, added more content, designed and improved UI/UX of *ProDnD Tabletop Game Manager* and *Dungeon Generator* mobile app (100K+ downloads on Google Play Store). As an outcome, IAP revenue doubled.

Game Developer – **no-pact** – <http://nopact.com/> Sep 2015 – Jun 2016

- Worked on *Enerjimi Koruyorum* (Mobile city building game). Lead programmer on this project, programmed most of the game systems including UI, tutorial, missions, dialogues, input systems and handled memory optimizations.
- *Hat Trick Header* (VR arcade game). Implemented the local multiplayer system and implemented the UI system for VR.
- *Windin* (Mobile casual puzzle game, featured on App Store) and other prototypes. Worked on the MVP version of *Windin* and released the game in soft launch in a few days.

Game Developer – **Gram Games** – <http://gram.gs/> Dec 2014 – Jun 2015

- Worked on *1010! World* (Mobile casual puzzle game). Implemented gameplay logic, integrated 3rd party SDKs, implemented social and networking related features.
- Head of 2Tons acceleration program for local indie game developers.

## PROFESSIONAL EXPERIENCE (cont.)

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- Software Developer – **Ebit Elektronik** – <http://beta.medievan.com/> Oct 2013 – Nov 2014
- Worked on *Medievan* (Browser MMO strategy game). Client (GWT and Unity) and backend.
- Game Developer – Freelance Jan 2013 – Sep 2013
- Urban Tales – Mobile multiplayer trading card game. Used Unity and SmartFoxServer 2X.
- Junior Game Designer – **Peak Games** – <http://www.peakgames.net/> Aug 2012 – Jan 2013
- Worked on two mid-core strategy games as junior game designer.

## EDUCATION

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- Bahçeşehir University – Istanbul / Turkey Sep 2014 – Sep 2017
- **M.A. in Game Design**, Thesis: The Effects of Digital Companions on Tabletop Role-Playing Experience, 3.67/4.00 GPA
- Gebze Institute of Technology – Kocaeli / Turkey Sep 2008 – Mar 2013
- **B.Sc. in Computer Engineering**, 2.91/4.00 GPA
- Hochschule RheinMain (Erasmus Programme) – Wiesbaden / Germany Sep 2011 – Mar 2012
- Allgemeine Informatik (Computer Science) – B.Sc.

## SKILLS

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### Development

- **Unity Certified Developer** (date of issue: 2.2.2017 – certificate ID: 201702UCD1545)
- **C#** (6 years), **Java** (2 years), **C** (1 year), **C++** (1 year), **Lua** (1 year)
- Experience with: Modern design patterns and architectures, UI programming, rapid prototyping, SDK integrations, LINQ, Unity editor scripting, Android, iOS.
- Back-end services: **GameSparks**, Photon, SmartFoxServer, Firebase. Database: **MongoDB**.
- Other: **JIRA**, **Trello**, Asana, Pivotal Tracker, **agile**, **scrum**, version control (**Git**, SVN, Mercurial).

### Design

- Technical game design – F2P, mobile games, game systems design, documentation, idea refinement, UI design, FTUE optimization, monetization.
- Board game design – Competitions, testing, consultancy.
- Physical game prototyping – Modeling & prototyping game concepts.

### Languages

- Turkish – Native
- **English** – Working proficiency
- German – B1 Level Certificate (August 2010, DID Deutsch – Frankfurt am Main / Germany)

## INTERESTS

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- Organizing and speaking at workshops, seminars, panels and game jams.
- Participated game jams in Ankara, Berlin, Utrecht, Istanbul, Copenhagen, Rome and Izmir.
  - **1st place** in Windows 10 Game Jam Istanbul with *Shlack!*, showcased at JOIN 2015, Berlin.
- My other hats: Board game designer, beer geek, cycling enthusiast, retired dungeon master, cat father, birds & nature lover.