

Ibrahim Aslan

Game Developer • Unity / C#

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[LinkedIn](#) • [GitHub](#) • [Portfolio](#)

PROFESSIONAL SUMMARY

Game Developer with 3+ years of experience building and shipping mobile games with Unity and C#. Published multiple puzzle titles end to end, architecting core gameplay systems and optimizing performance for mobile platforms. Strong foundation in clean, scalable architecture (SOLID, design patterns), live-ops, and close collaboration with artists and designers to deliver polished, satisfying gameplay.

PROFESSIONAL EXPERIENCE

Mid Game Developer

Sep 2024 – Jun 2025

Sobe Game Studio — Istanbul, Turkey

- Developed and shipped three published mobile puzzle games: Hatch & Merge: TCG, Wooden Merge, and Sushi Jam Puzzle.
- Architected and implemented core gameplay systems, including object-merging mechanics, grid-based interactions, and multi-phase game loops.
- Optimized mobile performance using object pooling and efficient memory management to maintain stable frame rates across a wide range of devices.
- Collaborated with 2D/3D artists and game designers to iterate on mechanics, UI/UX, and satisfying visual feedback (ASMR-style polish).
- Managed release cycles and live-ops updates, integrating player feedback to improve retention and the overall player experience.

Junior Game Developer

Jul 2023 – Dec 2023

njoyKidz — Istanbul, Turkey

- Developed four 2D educational mini-games from concept to completion for njoyWorld, the company's flagship application.
- Built interactive mechanics tailored for younger audiences, focusing on intuitive mobile input systems and engaging UI animation with DOTween.

Game Development Intern

May 2023 – Jul 2023

njoyKidz — Istanbul, Turkey

- Applied SOLID design principles to write, refactor, and maintain clean, scalable codebases.
- Implemented software design patterns (Object Pooling, State, Command, and Factory) to optimize game architecture and performance.
- Used C# extension methods to streamline team development workflows and improve code readability.

TECHNICAL SKILLS

Languages & Engines: C#, Unity

Architecture & Patterns: State Pattern, Event System, Scriptable Object, Object Pooling

Gameplay & Rendering: NavMesh AI, Physics, Particle Systems, URP, Shader Graph, Cinemachine

Tools & Plugins: DOTween, UniTask, New Input System, Odin Inspector, Profiler, Addressables, Claude Code

Services & Backend: Firebase, IAP, Google AdMob, GameAnalytics, PlayerPrefs & Serialization

EDUCATION

Gebze Technical University

Sep 2020 – Feb 2021

Mathematics, Undergraduate (incomplete)

- Left university to dedicate full time to self-taught game development.

LANGUAGES & INTERESTS

Languages: Turkish (Native), English (Professional)

Interests: Volleyball, Photography