Curriculum Vitae

Personal

Name	**Ömer Faruk Pehlivan**
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Profile

As an experienced Game Developer, I have successfully worked in high-paced, deadline-driven environments. I am proficient in designing and developing video games, supervising project management tasks, and conducting thorough code reviews. I possess deep knowledge of Unity 3D, Photon Network, and Firebase integrations, and have developed various multiplayer and simulation-based projects. Additionally, I have developed educational simulation projects for VR, AR, and computer platforms as part of an EU-funded project.

Work experience

Dec 2020 - Oct 2024

AR/VR/Game Developer
Domingo Games, Ankara

- Undertook the development and implementation processes of various multiplayer game projects.
- Participated in the development of VR/AR applications and integrated them into different platforms.
- Worked on optimizing CPU, GPU, and RAM usage to enhance overall performance.
- Actively took part in the development processes of over 15 projects, both independently and within a team.
- Successfully managed integration processes such as setting up API connections, managing database operations, and ensuring secure in-game data transmission.
- Integrated various third-party plugins such as AdMob, Facebook, and Play Services.
- Prepared build outputs for Android and iOS platforms in accordance with the required guidelines to make projects ready for release.
- Used Firebase Unity SDK to integrate services such as Analytics, Authentication, Remote Config, and Firestore, enabling better user behavior analysis and optimizing data-driven decision-making processes.
- Played an active role in achieving project goals through collaboration with team members and provided effective solutions by working closely with colleagues.
- Contributed to continuous improvement processes by analyzing user feedback on the developed projects.
- Defined and integrated software architectures (MVP, Scriptable Object, Singleton, etc.) suitable for the projects.
- Developed core game mechanics, user interface layouts, and game narratives based on the prepared Game Design Documents.

Nov 2024 - Present

Senior Game Developer
Atta Games, Antalya

• Led core gameplay and technical development across multiple mobile game projects.
• Mentored junior and mid-level developers through code reviews, pair programming, and technical guidance.
• Designed scalable, modular game architectures using SOLID principles and scriptable object

systems.
• Applied advanced performance optimization strategies (CPU, GPU, memory) for mobile platforms.
• Integrated Firebase (Auth, Analytics, Remote Config, Firestore) and third-party SDKs (AdMob, RevenueCat, Adjust).
• Worked in Agile environments using tools like Jira and Trello to support sprint planning and task management.
• Contributed to team-wide adoption of modern Unity patterns such as Addressables, Zenject, and event-driven architecture.

Sept 2018 - Present	**Game Developer**
	Freelance

- Developed two Endless Runner games and handled all stages of the projects independently from start to finish.
- Optimized CPU, GPU, and RAM usage to improve overall performance.
- Established a reliable connection between the developed games and the server, enhancing server communication to ensure secure data management and improve the overall game experience.
- Managed the entire publishing process of the games and successfully handled all the required steps.
- Integrated advertisement services and developed strategies to monetize the applications.

Education and Qualifications

Sept 2016 - Dec 2018	**Bilgisayar Mühendisliği**
	Selçuk University, Konya
Dec 2018 - Dec 2020	**Computer Engineering**
	Konya Technical University, Konya

References

References available on request.

Skills

S.O.L.I.D

Unity

C#

Design Patterns

Object-Oriented Programing

Cinemachine

DOTween

Scriptable Objects

Firebase Unity SDK

Facebook Unity SDK

Photon Network (PUN, Fusion)

Adjust Unity SDK

RevenueCat Unity SDK

Applovin Unity SDK

Game Analytics
Unity SDK

Version Control
(Git/GitHub)

Profiling & Memory
Management

Custom Editor Tools
in Unity

Addressables
System

Dependency
Injection (Zenject)

Event-driven
Architecture

Backend
Communication via
HTTP / JSON

In-app Purchase
Systems (IAP)

A/B Testing with
Firebase Remote
Config

User Analytics &
Retention Strategy

UniTask SDK