

KS

Kadir Sayir

GAME DEVELOPER
UNITY / C#

CONTACT

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SKILLS

Engine & Languages

Unity 3D C# (Advanced) C

Architecture

OOP & SOLID ScriptableObjects

PlayerPrefs

Design & Mechanics

Economy Design Progression

Difficulty Scaling Game AI

Tools & Publishing

Git Google Play Publishing

WebSocket/Webhooks

GameAnalytics Rapid Prototyping

EDUCATION

Computer Engineering

Zonguldak Bülent Ecevit University
3rd Year, Undergraduate

CERTIFICATIONS

C# Advanced Topics: Prepare for Technical Interviews

Udemy — completed 03/03/2026

LICENSES

Driver's License: Class B

ABOUT

I've been drawn to games since childhood, and for about four years now I've been actively developing them — across mobile and PC, shipping projects end-to-end on my own. Along the way I realized that writing code was never really the point: what matters is being able to set up a solid architecture, manage the process from idea to release, and come out the other side with a clean, extensible project rather than something that just works once.

EXPERIENCE

Checkpoint Checknet

Engineering Intern — 1 Month

PROJECT EXPERIENCE

Car Flip

Mobile Hybrid-Casual / Progression Game — Unity, C#

- Developed and published a hybrid-casual mobile trading game on Google Play, where players flip cars for profit.
- Built the core economy, customer AI, container mechanics, upgrade system, and tutorial flow from scratch.

Path of Chaos

Unity FPS with Live TikTok Integration — Unity, C#, WebSocket/Webhooks

- Built a Unity FPS for a TikTok livestream agency: the game runs a local HTTP listener that receives GET requests from the agency's app, converting viewer gifts in real time into gameplay events (enemy spawns, buffs, sabotage, win/lose).
- Designed the gameplay loop and system architecture end-to-end, focused on tight controls and responsive live-event handling.

Orb Attack Simulator

Mobile Progression Game — Unity, C#

- Designed and developed an idle progression game with orb-combat mechanics, enemy interactions, and a rebirth system.
- Implemented in-game currency, an upgrade shop, and dynamic difficulty scaling.

Astral Debt

PC Psychological Horror Game — Unity, C# (GMTK Game Jam 2026)

- Developed a psychological horror corridor experience where reality shifts between dimensions.
- Designed the core puzzle logic, dimension-switching systems, and atmospheric audio integration under game-jam time constraints.

All projects above can be viewed, played, or downloaded at kadirsayir.dev.