

Omer Pehlivan

Game Developer & Team Lead

Antalya, Turkey

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CORE SKILLS

Game Development

Unity C# Gameplay Mobile

Multiplayer VR / AR DOTween

Cinemachine Object Pooling

Architecture

SOLID Clean Code

Dependency Injection Zenject

Scriptable Objects Event-Driven

State Machines

Services & SDKs

Firebase Photon PUN / Fusion

Backend Communication (HTTP / JSON)

AppLovin MAX AdMob Adjust

RevenueCat GameAnalytics Unity IAP

Unity Tooling & Workflow

Rider Odin Inspector Unity Profiler

Custom Editor Tools Addressables

UniTask Git / GitHub Jira / Trello

AI-Assisted Development

OpenAI Codex Google Antigravity

EDUCATION

Computer Engineering

Konya Technical University, Konya

Dec 2018 - Dec 2020

Computer Engineering

Selcuk University, Konya

Sep 2016 - Dec 2018

STRENGTHS

Team Leadership Mentoring

Code Review Agile Delivery

Problem Solving Ownership

PROFILE

Game Developer and Team Lead experienced in shipping polished mobile games and interactive simulations in high-paced, deadline-driven environments. I pair hands-on Unity development with sprint planning, technical leadership, code quality, and delivery coordination. My background includes multiplayer systems, Firebase integrations, performance optimization, scalable architecture, and EU-funded VR/AR educational projects.

25+

Projects delivered

7+ years

Unity & C#

PROFESSIONAL EXPERIENCE

Game Developer & Team Lead

2025 - Present

Atta Games · Remote

- Lead day-to-day mobile game delivery for a team of 5+ developers by coordinating work, prioritizing tasks, and removing technical blockers.
- Plan sprints, distribute tasks, track milestones, and align the team around production goals.
- Drive gameplay and technical development across casual and puzzle mobile games from implementation to store delivery.
- Mentor developers through code reviews, pair programming, and architecture guidance.
- Design maintainable Unity systems using SOLID, Scriptable Objects, Zenject, Addressables, and event-driven patterns.
- Integrate Firebase and third-party services including AdMob, AppLovin MAX, RevenueCat, and Adjust.

AR/VR/Game Developer

Dec 2020 - Oct 2024

Domingo Games · Ankara, Turkey

- Developed and implemented multiplayer game projects, contributing across more than 15 projects both independently and within teams.
- Built VR/AR applications and integrated them across mobile, desktop, and simulation-based learning platforms.
- Optimized CPU, GPU, and RAM usage to improve overall runtime performance and stability.
- Managed API integrations, database operations, and secure in-game data transmission.
- Integrated Firebase Unity SDK services including Analytics, Authentication, Remote Config, and Firestore to support data-driven decisions.
- Integrated third-party services and plugins including AdMob, Facebook SDK, and Google Play Services.

- Prepared Android and iOS builds according to store requirements and release guidelines.
- Defined and integrated project-appropriate software architectures including MVP, Scriptable Objects, and Singleton patterns.
- Developed core game mechanics, UI layouts, and game narratives from Game Design Documents.
- Collaborated closely with teammates to solve delivery challenges and improve projects through user feedback analysis.

Freelance Game Developer

Sep 2018 - Present

Independent · Remote

- Developed and published original endless runner and educational mobile projects from design through deployment.
- Owned gameplay, monetization, backend communication, optimization, and release preparation.

omerphlvn.com · Available for game development and technical leadership opportunities