

Aygun Ozgur

📍 Istanbul, Turkey
 ✉ aygunozmen@gmail.com
 ☎ 0537 359 41 07
 🌐 zenoxzx.github.io/workshops
 📄 aygün-özügür-4063041b0
 🎮 ZenoxZX

Summary

Lead Game Developer with 10+ years of Unity experience managing a 12-person development team with full technical ownership. Shipped 2 hyper-casual hits (Wheel Smash, Shortcut Run - 50M+ downloads combined), 70+ prototypes, and Football Life Simulator on Steam. Specialized in rendering optimization, multiplayer systems, CI/CD infrastructure, and AI-augmented development workflows. Conducted 300+ technical interviews and hired 7 engineers in 30 days. Reduced build time by 95% (14 hours to 15 minutes) through custom shader stripping.

Experience

Ludu Arts Entertainment , Lead Game Developer <ul style="list-style-type: none"> Managing a 12-person development team across programming, art, and design disciplines Conducted 300+ technical interviews and hired 7 engineers within 30 days Optimized Football Life Simulator from PC 70 FPS to 240 FPS, Mobile unplayable to stable 80 FPS Reduced build time by 95% (14 hours to 15 minutes) through custom shader variant stripping Architected custom CI/CD system with build orchestrator, web dashboard, and Wake on WAN automation Delivered external workshops on AI-Augmented Development and GPU & Shader Optimization Created documentation pipeline (GDD to TDD to SAD to Development Roadmap) 	Istanbul, Turkey Sept 2024 – present 1 year 5 months
Level UP Academy , Mentor <ul style="list-style-type: none"> Providing mentorship to aspiring game developers on architecture, optimization, and career growth Reviewing projects and guiding students through technical challenges 	Remote Dec 2023 – present 2 years 2 months
Anisoft Games , Lead Game Developer & Product Manager <ul style="list-style-type: none"> Mentored and trained a newly formed game development team with no prior Unity experience Established development workflows, coding standards, and Agile processes from scratch Guided the studio through their first game development cycle from concept to production 	Izmir, Turkey Mar 2024 – Aug 2024 6 months
Adana Cukurova Bootcamp , Unity Instructor <ul style="list-style-type: none"> Delivered Unity training to groups of 20-30 participants Covered game development fundamentals, C# scripting, and optimization techniques 	Remote Mar 2024 – June 2024 4 months
Zinky Games , Lead Game Developer <ul style="list-style-type: none"> Developed hybrid-casual puzzle and arcade game prototypes Created dedicated Game Library and SDK implementations for rapid prototyping Managed software development processes based on Agile principles 	Istanbul, Turkey Aug 2023 – Apr 2024 9 months
OGRE Software , Co-Founder & Game Developer <ul style="list-style-type: none"> Co-founded studio focusing on blockchain-based Web3 games and enterprise solutions Led development of 4 blockchain games and OHS training simulators Built tools for blockchain data validation, NFT management, and smart contract integration 	Istanbul, Turkey Jan 2023 – July 2023 7 months

Alfish Games, Technical Lead & Game Developer

- Shipped Wheel Smash and Shortcut Run with 50M+ combined downloads
- Developed 70+ game prototypes across hyper-casual, casual, midcore, idle, and strategy genres
- Designed reusable game library with Entity-based architecture and multiplayer systems
- Led architecture decisions for Entity Component Systems and networking patterns

Istanbul, Turkey
Jan 2019 – Jan 2023
4 years 1 month

TEPE Yazilim, Software Engineer

- Developed geolocation tracking systems

Turkey
Jan 2019 – Jan 2020
1 year 1 month

Education

MSc Sakarya University, Mechanical Engineering

2018 – 2020

- Thesis: 2 kW NACA M11 Horizontal Axis Wind Turbine
- Currently operational at university

BSc Sakarya University, Mechanical Engineering

2014 – 2018

Skills

Unity (10+ Years): URP, Built-in Pipeline, Shader Graph, VFX Graph, Frame Debugger, DOTS/ECS, Addressables, Editor Tooling

Programming: C# (Expert), C++, SOLID, Design Patterns, Source Generators, async/await, UniTask, multithreading

Multiplayer: Photon (PUN2, Fusion), Mirror, Netcode, client prediction, lag compensation, interest management

DevOps: Jenkins, GitHub Actions, custom CI/CD, nightly builds, Wake on WAN

Audio: FMOD, Steam Audio (realtime/baked), spatial audio systems

Tools: Git, Jira, Maya, Blender, Substance, CATIA, SolidWorks

Publications

Horizontal Axis Wind Turbine (HAWT) Design, Analysis and Obtaining Electricity from Magnetic Field

2020

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