Alihan Ersoy

Unity Game Developer

İstanbul/Türkiye
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Portfolio: linktr.ee/alihan98ersoy

Summary:
Highly skilled Unity Developer and Technical Support Engineer with over three years of experience in software development and technical support at Huawei. Proficient in Unity, C#, Java, and Android development, with a strong background in creating SDKs, plugins, and developer documentation. Adept at problem-solving and providing technical assistance through various channels. And seeking opportunities to become a game developer and contribute to innovative game development projects.

Professional Experience

Freelance Game Developer

| Present

I am working on my game projects:
- **Kill the EGG (released):** A mobile game that is a casual 2D merge shooter game. website: alihan98ersoy.com.tr/kill_the_egg/killtheegg
- **VR Archer:** A VR tower defense game.

Unity Developer Technical Support Engineer

Huawei   *December 2021 - May 2024*

- Developed a C# SDK wrapping Java libraries for HMS kits, enhancing Unity game development.
- Created Unity plugin and sample scenes to streamline SDK usage.
- Authored comprehensive documentation on Gitbook and articles on Medium.
- Provided technical support via Discord, email, and GitHub, addressing issues related to game publishing and our plugin.

Mobile Application Developer

Huawei   *October 2020 - December 2021*

- Assisted in the development of various software solutions, collaborating with senior engineers.
- Contributed to code reviews, bug fixing, and software testing.

Education

Bachelor's Degree in Computer Engineering *September 2016 - February 2021*

İstanbul Bilgi University at İstanbul

Key Skills

- Unity
- C#
- Android
- Java
- Firebase
- HMS Core

- One Signal
- Google Play
- AppGallery
- Debugging
- Problem Solving
- Profiling

- Performance Management
- Git
- Jira
- Agile Project Management