

BURAK ARSLAN

SOFTWARE ENGINEER

Ankara(Open to relocate) | burakarslandev0@gmail.com | www.burakarslanportfolio.com | [LinkedIn](#)

Software Engineering graduate and proactive Unity Developer with a focus on high-performance mobile and multiplayer games. Expert in C# and OOP principles, with a strong commitment to SOLID architecture and performance optimization using Addressables and UniTask. Proven track record in developing scalable mobile applications with Flutter and integrating complex backend systems via Firebase. A proactive problem solver dedicated to collaborative adaptability within multidisciplinary teams, with a refined ability to translate complex technical concepts into clear, actionable insights for all stakeholders.

AREA OF EXPERTISE

- Engines & Frameworks:** Unity (URP/HDRP), Flutter, Qt Framework.
- Core Competencies:** SOLID Design Patterns, Memory Management, Object Pooling.
- Languages:** C,C#, C++, Dart.
- Tools & Backend:** Firebase, Photon PUN 2, Git/SourceTree.

PROFESSIONAL EXPERIENCE

Game Developer Intern | Mindway VR 07/2024 – 01/2025

- Developed scalable 3D VR projects in Unity adhering strictly to Singleton, Observer, and State patterns.
- Reduced memory usage by 30% and load times significantly by implementing Addressables and UniTask.
- Utilized DOTween for advanced UI animations and fluid gameplay interactions.

Software Developer Intern | Anayurt Teknoloji 07/2023

- Built high-performance desktop applications using C++ and Qt, enhancing core object-oriented programming skills.
- Collaborated on software architecture discussions for efficient and modular code solutions.

TECHNICAL PROJECTS

Cosmo Drift (Published Mobile Game) | Unity, C#, Google Play Store

- Architected and deployed a high-performance survival game, implementing **Object Pooling** and custom memory management to ensure stable 60+ FPS.
- Managed the full product lifecycle, including ASO optimization and Input System integration.

Deadly Jokes (Multiplayer Puzzle) | Unity, Photon PUN 2

- Engineered real-time multiplayer synchronization and player interaction logic using **Photon PUN 2**.

Routine Space & Duelfit | Flutter, Firebase, Dart

- Developed a cross-platform routine tracker and fitness app with real-time data synchronization using Firebase Auth and Firestore.
- Designed clean, responsive UI/UX architectures for enhanced user retention.

EDUCATION

B.Sc. Software Engineering | Atılım University | 2020-2025

- Focus: Game Development, Software Architecture, and Distributed Systems.

ADDITIONAL INFORMATION

- Languages:** Turkish(Native)/ English(Professional)