

Doğuş Bilgili

Game Developer

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SUMMARY

Unity Game Developer with 5+ years of professional experience building gameplay systems, live ops features, and custom editor tools for mobile games. Skilled in rapid prototyping, data-driven iteration, A/B testing, and post-launch development. Passionate about creating scalable systems that support both efficient content production and polished player experiences.

WORK EXPERIENCE

08/2023 – 12/2025
Ankara / On-Site

Giby Games, Game Developer

- Developed custom Unity editor tools to improve content iteration speed across multiple projects.
- Built an automated playtest system that reduced QA turnaround time and streamlined internal testing workflows.
- Delivered live ops updates for launched and soft-launched titles, including new features, economy balancing, bug fixes, and seasonal content.
- Contributed to the development of 10+ mobile games in collaboration with designers and artists, supporting production from prototype to product stage.
- Created and implemented original sound effects.

Highlighted Projects: [Harvest Jam](#), [Rapid Reload](#), [Digi Merge](#), [Hopping Balls Run](#)

06/2021 – 08/2023
Ankara / Remote

Global Champions, Game Developer

- Owned post-launch updates for Plane Evolution, including IAP/store improvements, A/B testing, remote config setup, and a cosmetics system.
- Developed 20+ mobile games in close collaboration with artists and designers.
- Created and implemented original sound effects.

2018 – 2021
Ankara / Remote

Fiverr, Music Composer / Producer

- Composed and produced original music, sound effects, and piano recordings for freelance clients, delivering 25+ completed works.
- Composed music across multiple styles, including orchestral, 8-bit chiptune, cinematic, and ambient.

FEATURED PROJECT

2026

Pixel Flow Clone — Puzzle, Personal Project

- Built a complete puzzle game prototype from scratch in Unity, featuring custom gameplay systems such as target detection, spline-based conveyor movement, object pooling, event-driven architecture, and grid-based logic.
- Developed a fully custom **Level Creator Editor** with automatic level generation, live validation, and full undo/redo support to speed up iteration and content creation.
- Integrated **Firestore Remote Config** through a reflection-based override system that maps remote keys to GameConfig fields at runtime, while using a runtime ScriptableObject copy to preserve the original asset.
- Designed the project with a scalable, modular architecture focused on rapid prototyping, clean system separation, and efficient testing workflows.

Details: www.dogus.dev/pixelflow

TECHNICAL SKILLS

Programming

C#, OOP, SOLID, Data-Driven Architecture, Event-Driven Systems

Optimization

Unity Profiler, Memory Management, GC Reduction, Object Pooling

SDKs

Firebase, GameAnalytics, AppLovin, ironSource

Additional

Music Composition, Sound Design, Mixing, Studio One

Gameplay & Systems

Gameplay Systems, Live Ops Features, A/B Testing, Remote Config, Economy Balancing

Workflow

Rapid Prototyping, Custom Editor Tools, Debugging, QA Support, Post-Launch Maintenance

Tools

Git, Jira, Rider, Visual Studio, Plastic SCM, Claude Code (AI-assisted development)

EDUCATION

Başkent University, Computer Programming

09/2018 – 06/2020

Şevket Evliyagil Meslek Lisesi, Information Technologies

09/2010 – 06/2014

LANGUAGES

Turkish

Native

English

B2