



# Doğuş Bilgili

Game Developer

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## SUMMARY

Game Developer with 5+ years of experience specialized in gameplay systems, live ops, and performance optimization. Strong at rapid prototyping and building custom editor tools that speed up content production. Experienced with analytics-driven iteration, A/B testing, and post-launch maintenance. Also a music composer and sound designer with a background in producing original soundtracks, and SFX for games.

## WORK EXPERIENCE

- 08/2023 – 12/2025  
Ankara / On-Site
- Giby Games, Game Developer**
- Contributed to the development of 10+ games by working closely with designers and artists from prototype to product stage.
  - Developed custom Unity editor tools to improve content iteration speed.
  - Built an automated playtest system that reduced QA turnaround time.
  - Delivered live ops updates for launched and soft-launched titles: new features, economy balancing, bug fixes, and seasonal content.
  - Created and implemented original sound effects for games.
- Highlighted Projects:** [Harvest Jam](#), [Rapid Reload](#), [Digi Merge](#), [Hopping Balls Run](#)
- 06/2021 – 08/2023  
Ankara / Remote
- Global Champions, Game Developer**
- Developed 20+ games in close collaboration with artists and designers.
  - Owned post-launch updates for Plane Evolution: IAP/store improvements, A/B testing, remote config setup, and a cosmetics system.
  - Created and implemented original sound effects for games.
- 2018 – 2021  
Ankara / Remote
- Freelancer at Fiverr, Music Composer / Producer**
- Composed and produced music, sound effects, and piano recordings for clients as a freelancer (sold 25+ works).
  - Delivered a variety of genres including orchestral, 8-bit chiptune, cinematic, and ambient tracks.

## FEATURED PROJECT

- Personal Project  
2025
- Pixel Flow Clone — Puzzle**
- Built a complete puzzle game clone from scratch with multiple custom systems including spline-based conveyor, target detection and frame interpolation, object pooling, and an event bus architecture.
  - Developed a fully custom Level Creator Editor tool with auto level generation, live validation, and full undo/redo support.
  - Used **Claude Code** as an AI coding assistant during Level Editor development for complex Scene View GUI.
- Key Systems:** Level Creator Editor, Target Detection, Conveyor Belt (Spline), Object Pooling, Event Bus, Storage System, Grid Coordinate System, DOTween Animations
- Details:** [dogus.dev/pixelflow](https://dogus.dev/pixelflow)

## EDUCATION

- 09/2018 – 06/2020  
**Computer Programming, Başkent University**
- 09/2010 – 06/2014  
**Information Technologies, Şevket Evliyagil Meslek Lisesi**

## TECHNICAL SKILLS

<b>Engine</b>	Unity (2D/3D), Editor Scripting, ScriptableObjects, Addressables
<b>Code</b>	C#, OOP, SOLID, Design Patterns (Singleton, Observer, Object Pool, Event Bus)
<b>Optimization</b>	Unity Profiler, Memory Management, GC Reduction, Object Pooling
<b>Live Ops</b>	A/B Testing, Remote Config, Firebase, GameAnalytics
<b>SDKs</b>	DOTween, Dreamteck Splines, AppLovin, ironSource
<b>Tools</b>	Git, Jira, Rider / Visual Studio, Plastic SCM
<b>AI Tools</b>	Claude Code (AI-assisted development)
<b>Music</b>	Piano, SFX Design, Studio One, 8-bit Chiptune, Orchestral Composition

## LANGUAGES

<b>Turkish</b>	Native
<b>English</b>	B2

## PORTFOLIO

[dogus.dev](https://dogus.dev)