Burak Kaan SAHIN

Game Developer | Unity & C# | Indie Game Creator

linkedin.com/in/burakkaan github.com/wazzapSenk burakkaan.dev
+45 77 17 47 68 (DK) +90 551 586 01 23 (TR)
burakaansahin@gmail.com Copenhagen/Denmark
Born on August 19, 1996

I'm a versatile Unity/C# game developer focused on robust architecture and high-performance gameplay, with a track record of owning titles from concept to live operations across mobile and PC. I currently run my own studio, Wazang Games, where I released three titles on Steam in 2026, Mayday Protocol, Stack Mates and Slaymeji, while keeping Insane Tile live on Google Play. Before that I was at Narcade, delivering performance-critical features and intuitive UX for Match-3 and Match-3D puzzle games. All of it rests on solid engineering practices (SOLID, MVC/MVVM, Zenject, Addressables, DOTween, Nakama, Firebase/Firestore, SQLite).

Skills

Engines & Frameworks	**Unity Engine**, **Flutter**, .NET Core, Robusta RPA, DOTS/ECS, Netcode for GO, Fishnet, Mirror, Steamworks.Net/Facepunch.Steamworks, PlayFab,UIPath
Others	Zenject, VContainer, ScriptableObjects, Unity Physics, TextMesh Pro, DOTween, Spine, Addressables, Profiler, ML-Agents, RESTful APIs, Accessibility, Localization, Monetization SDKs
Methodologies	Agile (Scrum/Kanban), SOLID, Dependency Injection, Data-Driven Design, MVC, MVVM, Clean Architecture, Domain-Driven Design, Unit Testing, CI/CD, DevOps, LiveOps
Tools	Rider, Android Studio, Git, DigitalOcean, ComfyUI, Jira, Confluence, GitHub Actions, Docker, Figma, Blender, Aseprite, Adobe Illustrator, Adobe Photoshop, Adobe Premiere Pro, After Effects
Languages	**C#**, **Dart**, Python, Javascript, SQL
Databases	SQLite, Firebase, Firestore, MySQL, Redis, MongoDB

Experiences

Present – Jun 2025 — **Founder & Game Developer, Wazang Games, Copenhagen, Denmark**

- Shipped three commercial titles to Steam under my own studio label: Mayday Protocol (Mar 2026), Stack Mates (Aug 2026) and Slaymeji (Aug 2026, Early Access)
- Built online and shared-screen multiplayer for up to eight players in Stack Mates using Fishnet, covering netcode, session flow and controller support
- Built every shipped title on a dependency injection setup (Zenject, VContainer) with ScriptableObject-driven content, keeping gameplay systems decoupled and letting balance and level data ship without code changes
- Ran the full release cycle for all three titles: Steamworks integration, store presence, build and depot management, launch, marketing, and community management
- Delivered post-launch updates across the catalogue, including new levels and native macOS support for Mayday Protocol, and a visual overhaul plus monetization SDK migration for Insane Tile on Google Play
- Built and open-sourced Steam Build Pipeline, a Unity Editor tool that automates Unity builds and Steam depot uploads

Unity Engine · C# · Zenject · VContainer · ScriptableObjects · Fishnet · Steamworks · Editor Tools · LiveOps · Performance · UI/UX · Marketing · Git

May 2025 – Feb 2024 — **Unity Developer & Game Developer, Narcade, Turkey**

- Delivered performance-critical UI and gameplay features for Match-3 / Match-3D titles, improving frame-time stability and runtime responsiveness on mobile devices
- Implemented all core gameplay and LiveOps systems in C# on a Zenject dependency injection setup, keeping systems decoupled and independently testable
- Wrote unit tests for gameplay systems under the team's mandatory coverage requirements, reducing regressions between releases
- Built polished, maintainable UI flows with TextMesh Pro, DOTween, and Spine animations
- Managed Addressables/asset bundles for memory-aware content delivery and faster iteration
- Profiled and resolved bottlenecks with Unity Profiler to reduce hitches and improve stability under load (GC, spikes, device constraints)
- Developed editor tools to automate workflows and enable feature controls for the team

Unity Engine · C# · Zenject · Unit Testing · DOTween · UI/UX · Profiler · Addressables · Feature Implementation · Editor Tools · Git

Feb 2024 – Mar 2023 | **RPA Consultant & Business Analyst, Robusta Cognitive Automation, Istanbul, Turkey**
- Analyzed client processes and designed RPA workflows
- Developed, tested, and deployed automation solutions; trained end-users
- Collaborated with stakeholders to gather requirements and deliver business insights

Robusta RPA | SQL | JavaScript | HTML | Business Analysis | Git | Agile

Dec 2022 – Sept 2022 | **Flutter Developer (Volunteer), CryptoOwl, Turkey**
- Developed from zero to MVP version of Crypto invest and monitoring application

Flutter | Dart | Firebase Auth | Firestore | GetX | Git | Figma | MVVM | Clean code | Node.js

Aug 2021 – Jul 2021 | **Embedded Systems Engineer (Intern), Mepsan Petrol Cihazlari Inc., Turkey**
- Designed and programmed STM32-based controllers for pump automation

C | C++ | STM32 | MikroC | Keil uVision | RFID | Microcontrollers

Sep 2020 – Aug 2020 | **Electrical Engineer (Intern), Besa Electric Co. Ltd., Turkey**
- Assisted in industrial electrical system design and maintenance

AutoCAD | OrCAD | MATLAB

Jul 2020 – Jan 2020 | **Graphic Designer, NADU Advertising Consulting, Turkey**
- Created marketing materials and social-media graphics for campaigns

Adobe Photoshop | Illustrator | InDesign

Education

Aug 2022 — Bachelor of Science in Electrical and Electronics Engineering, Kütahya Dumlupınar University, Kutahya, Turkey

Languages

English — Professional working proficiency
Turkish — Native

Strengths

- Innovative
- Adaptable
- Continuous learner
- Problem-solver
- Enthusiastic
- Ambitious
- Team player
- Cheerful

Projects

Slaymeji: Roguelite Desktop Survivor — Aug 2026
Steam
2D fantasy bullet heaven released into Early Access on Steam: a ring-of-weapons build system across 25 waves, procedurally generated runs and perma-death, plus an Auto Mode for hands-off play. Outside the arena, a desktop companion layer turns completed to-dos into permanent meta progression. Weapons, upgrades and wave content are authored as ScriptableObject data, keeping balance and content changes out of gameplay code. Solo-developed, with the 2D art produced in-house.

Unity Engine | C# | ScriptableObjects | Roguelite Systems | Procedural Generation | Steamworks | Aseprite | Spine | Photoshop

Stack Mates — Aug 2026
Steam
Co-op puzzle platformer for 2 to 8 players released on Steam, with online multiplayer built on Fishnet alongside shared-screen play. Players shift between horizontal and vertical forms and stack on one another to reach the exit portal, and a level only completes once the whole team is through. Ten chapters introduce mechanics such as merging, sacrifice, reversed controls, flight, darkness and time limits. Ships with full controller support and Steam Cloud saves.

Unity Engine | C# | Fishnet | Online Co-op | Split-Screen | Steamworks | Controller Support

Mayday Protocol — Mar 2026
Steam
Asymmetrical co-op puzzle game released on Steam, primarily solo-owned with targeted freelance support (playtesting, design, level/game design). Post-launch, shipped a major update adding new levels and native macOS support, covering the extra build target, platform-specific fixes, and a separate Steam depot. Levels and puzzle configuration live as ScriptableObject data rather than in code, so content ships independently of gameplay systems. 3D models edited in Blender; logo, UI assets, and icons built in Photoshop.

Unity Engine | C# | ScriptableObjects | Steamworks.Net | macOS Build | Blender | Photoshop | ComfyUI | AI Tools | Performance

Steam Build Pipeline 2026
github.com/wazzapsenk/steam-build-pipeline
Open-sourced (MIT) Unity Editor tool that builds a Standalone Windows64 player, generates the Steamworks VDF build scripts, and uploads through steamcmd without leaving the Editor. Models Demo, Playtest and Prod as separate environments with their own AppIds, depots and branch whitelists, so a build cannot ship to the wrong app. Distributed as a UPM git package and a .unitypackage release.
Unity Engine | C# | Editor Tooling | Steamworks | steamcmd | Release Automation | UPM

Insane Tile 2022 - 2026
Play Store
Mobile casual game on Google Play, live and maintained since launch. Primarily solo-owned with targeted freelance support (playtesting, design), covering architecture, gameplay, UI and monetization SDK integrations. Shipped a 2026 major update with a full visual overhaul and a monetization SDK migration; visual identity, UI assets and icons produced in-house.
Unity Engine | C# | Google Mobile Ads SDK | Ironsource | Photoshop | Illustrator | Responsive UI | DOTween

Food Delivery 2022
github.com/wazzapsenk/Flutter-FoodDelivery
Built a cross-platform meal ordering app with login, listing, detail and basket features using Firebase and BLoC for state management.
Flutter | Dart | Firebase Auth | Firestore | BLoC

Water Reminder 2022
Play Store
Hydration tracking app built in Flutter with scheduled reminders and localization, architected around the BLoC pattern. A Firebase-backed account layer keeps drink history and body metrics such as weight and height in sync across a user's devices.
Flutter | Dart | Firebase Auth | Firebase Storage | Cross-Device Sync | Localization | BLoC

Trendyol Food UI Clone 2022
github.com/wazzapsenk/Flutter-Trendyol-Yemek-UI
Implemented a Flutter-based clone of the Trendyol food app interface to demonstrate advanced UI design and responsiveness.
Flutter | Dart | Responsive UI

Looter and Runner 2022
github.com/wazzapsenk/Looter-and-Runner–Unity-Mobile-Game-Project
Developed mechanics and level progression for a hyper-casual Unity mobile game in three chapters.
Unity Engine | C# | Game Mechanics

Pixel Arena Catalog 2022
github.com/wazzapsenk/PixelArena-Design-with-Flutter
Built a catalog app prototype to test UI patterns and localization in Flutter.
Flutter | Dart | UI | Localization

Boom Blocks 2021
-
Created a Match-3 puzzle game in Unity; this was my first title published to the Play Store. Once a year, I update the game with new content and optimizations. In 2025, removed the game from the store to focus on new projects.
Unity Engine | C# | Match-3 Mechanics

RFID Card Reader 2020
github.com/wazzapsenk/STM32-RFID-Project—STM32F103C8T6-RC522-HC06
Designed an RFID card read/write and switching system using MF RC522 with STM32F103C8T6, plus Bluetooth communication.
STM32 | RC522 RFID | Bluetooth | CubeMX | Keil uVision

Image Filter App 2020
github.com/wazzapsenk/Filter-Application-Design-Using-Image-Processing-in-Matlab
Programmed a photo-filter application in MATLAB App Designer using image-processing toolboxes.
MATLAB | App Designer | Image Processing