



PERSONAL INFORMATION

- Date of Birth - 25 September 1995
- Nationality - Turkish
- Location - İstanbul/Pendik
- Second Language - English B2
- Education Status - Bachelor

CONTACT

📍 Pendik/Istanbul

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🌐 www.batuhankanbur.com

🐙 www.github.com/BatuhanKanbur

SKILLS

- Unity 3D
- C#
- .NET Core
- ASP.NET
- Firebase
- Photon Network
- Mirror Network
- REST API Communication
- LiteNetLib
- Github Managment
- Agile / Scrum
- TCP/UDP Socket Programming
- SOLID Principles
- Entity Component System
- Unity Job System + Brust Compiler
- Memory Profiler / Frame Debugger
- Master 3D Fundamentals
- Asynchronous Programming
- OpenCV
- Arduino
- Phyton
- JavaScript
- Unit Testing
- URP / HDRP
- VFX Systems

BATUHAN KANBUR

SR. GAME DEVELOPER

PROFESSIONAL SUMMARY

I'm a senior Unity developer with 10 years of experience, specializing in build modular, testable architectures using SOLID principles and deliver high-performance solutions through advanced memory, CPU, and GPU optimization. I manage projects efficiently with GitHub and collaborate effectively in Agile/Scrum teams, driving impact across all stages of development.

EDUCATION

T.C Anadolu University

Department of Business and Economics | September 2015 - May 2020

T.C Rize University

Department of Electricity and Electronics | September 2012 - May 2016

WORK EXPERIENCE

Sr. Game Developer

Rio Master DMCC | August 2025 - Still Working

Featured Works

Tame-a-goat-chi

Destkop Overlay,Idle Tycoon, Casual - Steam PC

- GPU Spawchain, Directx, C++
- Async Task,, Game Analytics, CI/CD
- Scriptable Structure, Native Plugin Developing
- Zenject, Addressables

Links : [Steam](#)

Sr. Game Developer

No Surrender Yazılım Ltd | June 2023 - May 2025

Experience

- Game Development for Android, IOS and PC
- Developing Editor Tools, Github Management, Agile
- Dependency Injection, ECS, CI/CD, Addressables Managment
- Playfab, Photon Network, Firebase, TCP/UDP Socket

Featured Works

Zombie Drift Survival Racing

Roughlike - Android & IOS

- ECS, Custom Remote Config, Additive Map Manager
- DOT, Unity Job System, Brust Compiler, Custom Editor Tools
- Addressables Managment, Dependency Injection, Firebase
- LiveOps Content Managment, Firebase, CI/CD - Custom Build Pipeline

Links : [App Store](#)

No Surrender Heroes

Web3, Card Game, Puzzle, Multiplayer - Android & IOS & Steam

- Playfab, URP/HDRP, Addressables, Photon Network
- Backend Communication, UniTask, Shader Graph
- Firebase Analytics, Service Locator
- LiveOps Content Managment, CI/CD - Custom Build Pipeline

Links : [App Store](#) ,[Play Store](#) ,[Steam](#)

DEVELOPMENT PLATFORMS

- Android
- IOS
- PC
- WebGL
- Meta
- Pic F84 (Embedded Circuit)
- Arduino
- WebOS
- Linux
- Amazon Web Services
- LiteNetLib
- Augmented Reality
- Mixed Reality
- Virtual Reality
- SteamVR
- Steam Deck

Sr. Game Developer

Doping Hafiza | March 2022 - June 2023

Experience

- University of Oxford Developing Curriculum Educational Games
- Mirror Network, TCP/UDP Socket Programming, Firebase
- Shader Graph, Scrum, Cloud Save, Addressables Managment
- Event-Driven Architecture, Memory Profiler, Frame Debugger

Featured Works

Dopiverse: Play & Learn

Open World Multiplayer, Adventure, Puzzle, Social - Android & IOS

- AVS, Addressables, Mirror Network
- Async Task, Shader Graph, Amplitude Analytics, CI/CD
- Scriptable Structure(Communication Bus), MVVM, MVC
- Firebase, REST API, Cinemachine

Links : [App Store](#) ,[Play Store](#)

Sr. Game Developer

Bee Mental Kids | January 2020 - March 2022

Experience

- Developing Educational Games, Gameplay Programming
- SOLID Principles, Vuforia SDK, VFX Systems
- Singleton, Observer, Factory Design Patterns
- Unit Testing, Rest API Communication, Amplitude

Featured Works

Dolphin & Friends

Puzzle, Match3 - Android & IOS

- PUN, Asset Bundle Managment, Shader Coding
- Scriptable Structure(Communication Bus), Amplitude Analytics
- Vuforia SDK, OpenCV, Google SDK
- Unity Testing, State Machine Behaviour

Links : [App Store](#)

Jr. - Mid. Game Developer

Karinca Event | August 2015 - January 2020

Experience

- Developing VR, AR experiences for Digital Event Agents
- Develop MR Technology, Developing VR Games
- Arduino, OpenCV, OpenNI
- Develop Simulation Technologies, Kinect SDK

Featured Works

Mercedes Benz Actros

Digital Event

- A game that simulates the Mercedes Benz sudden braking system in realtime.
- OpenCV
- HDRP
- Shader Graph

Links : [Video](#)

Fairy Just Dance

Exergaming, Ryhthm, Music, Action

- A just dance-like multiplayer game using opencv for the Fairy brand, players dance to the rhythms on the screen and aim to get a high score.
- Kinect V2
- OpenNI
- OpenCV

Links : [Video](#) ,[Press](#)