Sungur Polater

Unity Game Developer | C# | Multiplayer (Photon) | PC & Mobile

Ankara, Türkiye | +90 544 320 76 72 | sungur65polater@hotmail.com

Portfolio: spoilergames.com | LinkedIn: linkedin.com/in/sungur-polater-3a7b2b1a3 | GitHub: github.com/Sungur-Polater

PROFESSIONAL SUMMARY

Unity / C# game developer with **4+ years of professional game development** and **5+ years in software**. Shipped **4 commercial PC titles on Steam**, including **Party Club**, a 1–4 player online co-op game built with **Photon PUN 2** and added to **3.6 million+ Steam libraries**. Built **50+ mobile games** and independently publishes titles on **Google Play and the App Store**, with hands-on experience in **online multiplayer, PlayFab backend, in-app purchases and ad mediation (LevelPlay)**. Background in **QA and test automation** brings a quality-first, debug-minded approach to development.

CORE SKILLS

Game Development: Unity 3D, C#, gameplay programming, game mechanics & systems, UI, physics-based gameplay, upgrade & progression systems, rapid prototyping

Multiplayer & Backend: Photon PUN 2, online co-op, local (shared-screen) co-op, PlayFab (friends system, leaderboards)

Monetization: In-app purchases (IAP), ad mediation with multiple ad networks (Unity LevelPlay)

Platforms: PC (Steam, Windows & macOS), Android (Google Play), iOS (App Store), B2B / promotional games

Programming & Tools: C#, Java, JavaScript, MySQL, Git, Sourcetree, Azure DevOps

Quality Assurance: Test automation, Cypress.io, UI testing, unit testing, API testing

INDEPENDENT WORK — SPOILER GAMES

Independent mobile studio: I design, develop and publish my own games on Google Play and App Store.

- **Nail Football 2 – Online** (Google Play): physics-based arcade football game with **real-time online multiplayer using Photon**.
- Built **friends system and leaderboards with PlayFab**, integrated **in-app purchases**, and set up **multi-network ad mediation with Unity LevelPlay**.
- Other published titles: Color Ride!, Color Liquid Sort, Train Pickup, Tap Gunner, Tire Hunt.
- Portfolio with visuals of all PC and mobile projects: spoilergames.com

PROFESSIONAL EXPERIENCE

Game Developer — Lucid11 Interactive

Dec 2023 – Aug 2025

Ankara, Türkiye · PC online game development with Unity

- Developed **Party Club** (Steam) in Unity / C#: a co-op party & management game for **1–4 players**, playable in **online co-op** or **local co-op on a single shared screen**.
- Implemented the online multiplayer layer with **Photon PUN 2**.
- Released on Steam for **Windows and macOS** in March 2025 with publishers **GameDev.ist** and **Gamersky Games**; the game was **added to 3.6 million+ player libraries** and supports 14 languages.
- Contributed to core gameplay systems: customer seating & personality-based behaviours, drink service, venue building / layout, in-game events and disasters.

Game Developer — OTTO Games

Oct 2021 – Dec 2023

Ankara, Türkiye · PC, mobile and B2B game development with Unity

- Developed **Runic Defenders: Trials of Ascension** (Steam), first shipped PC title: action game with 4 controllable characters, unique abilities/weapons and an XP-based upgrade system.
- Developed **Yubu: The Shoeventure** (Steam), a 3D platformer with a modular equipment system: passive stats, throw styles, on-hit effects (freeze, black hole) and active abilities (hover, slide, ground pound).
- Developed **sUper: Taxi Simulation** (Steam): open city driving, passenger system, cab customization, traffic and day/night cycle.
- Built the **TUSAŞ Hürkuş** game, a B2B project for corporate and promotional use.
- Shipped **50+ mobile games** (arcade idle, clicker, runner, shooter) across multiple genres.

Udemy Instructor — Cypress.io Test Automation Course Jul 2021 – Oct 2021

- Created and published an online course teaching UI and unit test automation with Cypress.io.

Software Test Engineer — Keepnet Labs Jul 2020 – Jun 2021

Cybersecurity software company

- Wrote and maintained **UI automation tests with Cypress** and performed **API testing** for web products.

Intern — Microsoft Jun 2018 – Aug 2018

- Android mobile application development.

Intern — Logosoft Jun 2017 – Aug 2017

- ERP analysis, MySQL and web services.

EDUCATION

B.Sc. in Computer Engineering — Fırat University Sep 2015 – Jul 2020

English Preparatory Program — Fırat University Sep 2014 – Jun 2015

LANGUAGES

Turkish: Native | **English:** Pre-Intermediate