

Fadıl Cenk Ertan

✉ rtncnk@gmail.com 🔗 cnkrtn.github.io ☎ +90 0531 7954231

🌐 www.linkedin.com/in/fadilcenkertan 🛡 Military Service: Completed

🚗 Driving Licence: Class-B 🔄 https://github.com/cnkrtn



Unity/C# game developer with 5+ years of experience: gameplay systems, in-app economy, server-authoritative backends and Live Ops tooling on live mobile titles. Industrial Engineering background, self-taught in Unity through published personal projects.

Education

International Industrial Engineering,
University of Applied Sciences Technikum Wien
09/2017 – 11/2020 | Vienna, Austria

Mechanical Engineering and Management,
Technical University of Vienna
2007 – 2016 | Vienna, Austria
Not Completed

Languages

Turkish	● ● ● ● ●
English	● ● ● ● ●
Deutsch	● ● ● ● ●

Skills

- Engine & Language: Unity, C#
- Backend: Firebase, REST APIs, server-authoritative save & economy systems
- Monetization: IAP, ad integration, in-game shops & currency
- Tools: Addressables, Git, Live Ops admin tooling
- Multiplayer: Photon (PUN / Realtime), room & state synchronization

Published Games

TDZ Pro 📄, *Leke Games*

TDZ X: Traffic Driving Zone 📄, *Leke Games*

Clash Arena: Tap Battle PvP, *GD Holding*

Collect The Apples & Dress-up 📄, *Pati Game Studio*

Crimson Rite 📄, *Self-published*

Rebel Wings 📄, *Self-published*

Fata Morgana 📄, *Self-published*

Work Experience

Game Developer / Live Ops, *Leke Games*
08/2025 – Present

- Developed gameplay features and systems for **TDZX** and **TDZ Pro**, live titles with **5M+ combined downloads**.
- On TDZ Pro, built the modular passenger satisfaction and driver systems, modular car wash and vehicle selection systems, their multipalyer integrations as well as most of the in game UI systems.
- On TDZ Pro, built **5 in-game shop systems** (cosmetic, color, tire, horn, trim) from panel UI down to the purchase flow.
- On TDZX, built an internal Live Ops panel that replaced **manual edits on the production database** — tournament standings, rewards and gift delivery, shop offers and dynamic content tuning now ship without a client release, with validation safeguards that cut live config errors.

Game Developer, *GD Holding*
10/2024 – 06/2025

- **Sugar & Peeper** (match-3 RPG, working title): IAP and ad systems, Firebase backend and save system, event/raid battle modes, in-game currency and parts of the core match-3 logic.
- Designed a unified Service System architecture (interface- and addressable-based runtime access); reused it on **Heimdall**, an isometric 3D action-adventure where I built IK-driven movement with target lock-on, interactables, and inventory/shop on a Firebase backend.

Game Developer/Product Manager,
Animation International Turkey - Pati Game Studio
08/2023 – 06/2024

- Built the semi-casual title **Collect The Apples & Dress-up** from the ground up, including the in-app shop and currency.
- Built the backend for clothing data — JSON-based local/online storage, online save sync, and dynamic content updates such as "Limited Edition" set offers.
- Created training data (personal data and images) for the **Mentor AI Friend** app and ran market research to help design an AI Companion app.

Game Developer, *Mai Games*
08/2022 – 07/2023 | Istanbul

- Built and debugged hyper-casual prototypes and editor tools, focusing on clean code and efficient resource use.
- Integrated ad networks and monetization SDKs; produced in-game scenes and captured gameplay footage for marketing creatives.