

# TALHA SOYLU

## GAME DEVELOPER | UNITY | BACKEND ARCHITECT

Computer Engineer with **6+ years** of expertise in full-cycle game development using **Unity & C#**. Specialized in engineering scalable **Multiplayer Systems (Photon)**, optimizing mobile performance, and designing robust **Backend Architectures (RestAPI, SQL)**. Proven ability to deliver published titles and rapid prototypes.

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INTERACTIVE PORTFOLIO  
talhasoyludev.com

## TECHNICAL SKILLS

### Languages

C# (Adv) Java PHP SQL

Python C++

### Engines & Tech

Unity 3D/2D Photon Firebase

ARKit Addressables

### Tools & Concepts

Git JIRA Rest API ASO

OOP CI/CD

## KEY PROJECTS

### Rocket Upwards

Arcade game with **Cloud Save & Remote Config** features.

### Braincraft

30+ mini-games in one app, optimized to **<150MB< /strong>**.

### Esport Manager

Web-based sim utilizing **PHP/MySQL** architecture.

### Outbreak Zone (AR)

AR FPS game with **Face Tracking** controls.

## EDUCATION

### Çankırı Karatekin Univ.

Comp. Engineering (B.Sc.)

2019 – 2023 | GPA: 3.10

### Istanbul Business Inst.

C# Programming Cert.

2021

## PROFESSIONAL EXPERIENCE

### MINERVA TECHNOLOGY Full-Stack Game Dev

Nov 2025 – Present

- Executing full-cycle maintenance and feature expansion for live production games, ensuring high stability and **99.9% crash-free sessions**.
- Spearheading the architectural refactoring of the "Tests" application to improve scalability using **SOLID principles**.
- Developing local multiplayer modules bridging hardware inputs for **Interactive Smartboards**.

### CHRONACRIT STUDIO Game Developer (Contract)

May 2025 – Oct 2025

- Architected backend for 'Esportmanager'; designed **SQL relationships** via **phpMyAdmin** and **RestAPI** for tournaments.
- Developed high-performance **Bullet-Hell** system for 'SpaceRunner' using **Object Pooling**.
- Engineered dynamic **3D Grid Placement System** for '3dMafiaSim' to solve snapping logic.
- Built functional 'Idle Casino Tycoon' prototype in **3 days** to assess feasibility.

### SILVER GLOBE CORP. Indie Game Developer

Jan 2024 – Apr 2025

- Managed entire pipeline from concept to **App Store Optimization (ASO)** for casual titles.
- Integrated **Photon (PUN 2)** for real-time multiplayer and **Firebase** for analytics/config.

### MINERVA TECHNOLOGY Game Developer

Mar 2021 – Feb 2024

- Led development of **Braincraft** framework supporting **30+ mini-games** in one app.
- Established secure **Web API** layers for seamless client-server data synchronization.
- Achieved **92% size reduction** (2GB to 150MB) via **Unity Addressables**.

### SMARTICT BİLİŞİM Backend Developer

Aug 2023 – Feb 2024

- Contributed to enterprise systems using **Java Spring Boot, Hibernate & PostgreSQL**.
- Designed scalable **RESTful APIs** within **Agile/Scrum** environment using **JIRA**.