

Emir Serhan Akbay *Game Developer*

✉ emirakbay99@gmail.com ☎ +90 531 332 16 24 📍 Istanbul/Turkiye

🌐 linkedin.com/in/emir-akbay 🔗 emirakbay.com

PROFILE

Senior Game Developer with **5+ years of experience** in mid-core and casual multiplayer titles reaching **50M+ players**. Expert in **real-time multiplayer systems**, scalable **backend integrations**, and **custom Unity editor tools**. Proven track record of **leading features from prototyping to live ops** with a focus on high-performance and stability.

PROFESSIONAL EXPERIENCE

Senior Game Developer, *Ludu Arts* 11/2025 – Present

Successfully **developed and published** a multiplayer title on **Steam**, expanding expertise into PC-specific optimizations and Steamworks integration. Leading the technical direction of an unannounced project. Actively **mentoring junior developers** and establishing engineering best practices to ensure a high-quality, maintainable codebase across the team.

Panic Crew 📄 (*Multiplayer Action/Simulation – Steam/PC*)

- **Successfully developed and published** the title on **Steam**.
- **Engineered a custom Networking Bridge** for **Dissonance Voice Chat** to support **Photon Fusion (Shared Mode)**, resolving a critical gap in native plugin support.
- **Implemented a network-synced pedestrian system** to ensure deterministic AI behavior and synchronization across all multiplayer clients.

Unannounced Project

- **Architecting core systems** and features from the ground up, focusing on performance optimization and robust real-time multiplayer functionality.
- **Directing feature development** from initial prototyping to internal testing, ensuring alignment with player experience and technical stability.
- **Implementing a decoupled architecture** using **VContainer** for Dependency Injection (DI) to ensure high scalability and testability.
- **Leveraging Claude Code** for AI-assisted development, accelerating complex prototyping, debugging, and documentation workflows.

Game Developer, *Spektra Games* 09/2021 – 02/2025

Contributed to games played by over 50 million players worldwide, including Parking Master Multiplayer 2 and two other multiplayer titles. Worked as a game developer across mid-core and casual projects, designing and implementing core gameplay systems and features from the ground up.

Parking Master Multiplayer 2 📄 (2022 - 2024)

(+ 30M Downloads, Top #20 Grossing in US - Racing)

- Implemented backend systems using **Firebase, PlayFab, and Azure**.
- Worked with **Photon PUN & Photon Chat** for multiplayer functionality.
- Optimized runtime content management using Unity **Addressables**, improving loading performance and memory efficiency..
- Developed **custom editor tools** that reduced manual setup time and improved iteration speed for designers and developers.

- Integrated **car customization, chest system, and in-game mission system.**
- Developed Live-Ops features and supported A/B testing, including systems for **battle pass, special offers,** and limited-time content to drive player engagement and monetization.
- Worked on the game from inception to launch, contributing to its commercial success.

Drag Clash *🔗* (2024 - 2025)

(Casual Multiplayer Drag Racing Game)

- Developed real-time multiplayer race systems using **Photon Quantum 3** and **ECS.**
- Implemented low-latency networking for competitive drag racing.
- Worked with **Nakama - Hiro** for player systems.
- **Integrated Photon-Nakama connection using webhooks to prevent cheating** and ensure fair gameplay.
- Created **remote configuration systems using GrowthBook** to manage game settings dynamically.
- Implemented **scene loading systems** to optimize performance and streamline level transitions.
- Designed and managed **game audio systems,** ensuring smooth integration of sound effects and music.
- Developed **tutorial systems** to improve player onboarding and user experience.

Parking Master Multiplayer *🔗* (2021 - 2022)

(Midcore, Multiplayer, Open-World Car Driving Game, +35M Downloads)

- Refactored and optimized game codebase.
- Reintegrated UI and UI systems for improved user experience.

Indie Game Developer, Personal Projects

2019 – 2020

I worked on two commercial game projects that helped me build a strong foundation in Unity and game development. Through these projects, I gained experience with core gameplay systems, data management, UI implementation, and mobile deployment.

SKILLS

C#, Unity, OOP, Git, Photon Quantum, Photon Fusion, PlayFab, Nakama, Addressables, Zenject, VContainer

EDUCATION

Computer Science and Engineering,

2019

Marmara Universitesi

Hikmet Kiler Fen Lisesi

2014 – 2018

REFERENCES

Kadir Danişman *🔗*, CEO, Spektra Games

kadir@spektra.games, +90 530 783 45 31

Fatih Cebeci *🔗*, Head of Game Development, GoArt Worlds, Roof Games

fatih.cbc34@gmail.com, +90 507 744 66 20