

Erdem Gunay

Software Engineer

Toronto, Ontario

RELEASED GAMES AND APPLICATIONS

Vegas Infinite (formerly PokerStars VR)

Lucky VR, 2024, Steam, App Store, Quest, PS Store

VR Casino game, ported also to flatscreens. ([Link](#))

Clirio Viewer (iOS & UWP Hololens 2)

Clirio, 2022, App Store

AR app for engineers to capture and share observations in real-time. ([Link](#))

Wrest (PC)

Shaftesbury, 2020, Steam

Virtual Reality (VR) horror game. ([Link](#))

EXPERIENCE

Lucky VR

July 2022 - August 2024

- Owned Club (Subscription) features, launched new tiers and new platforms
- Developed and maintained customizable player profiles, handling both front-end (UI & Photon network events) and back-end (AWS cloud events) responsibilities, ensuring extensibility and maintainability.
- Reworked in world UI using Noesis, increased in game and network performance
- Redesigned and reworked the player stats system, implementing network stat requests in Photon plugin and cloud code layers.
- Developed tools for other devs and QA

Clirio

May 2021 - June 2022

- Owned offline mode, caching observations locally using SQL
- Developed intuitive UI interactions using hand tracking

Seed Interactive

November 2020 - April 2021

- Developed a multiplayer Augmented Reality game, using Photon networking.

Shaftesbury

November 2019 - November 2020

- Released Wrest, a VR horror game and Bubble Bloom, a mini mobile game.

Dibs

May 2019 - October 2019

- Developed Wild Sanctuary, an AR game that won 2nd place in Niantic's Beyond Reality contest.

2020 Armor

September 2018 - February 2019

- Developed an AR app that connects to 2020 Armor devices via bluetooth.



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SKILLS

Game Engines: Unity, Unreal

Languages: C#, C++, JavaScript, xaml

Networking / Multiplayer: Photon Unity Networking

UI: Noesis GUI

Version Control: Git, SourceTree, GitHub, BitBucket

EDUCATION

Game Design Graduate Certificate, George Brown College, Honors

Game Programming Advanced Diploma, George Brown College, Honors