

ECE N. SEFERCIOGLU

Game Developer
Unity & C#

CONTACT

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CORE TECHNOLOGIES

Unity
C#
Python

GAME DEVELOPMENT

Unity Editor Scripting
XR Interaction Toolkit
SteamVR
Firebase

AI TOOLS

Codex / ChatGPT
Claude
Meshy AI
Generative Image Tools
Suno AI

DEVELOPMENT TOOLS

Git
Unity Version Control

PLATFORMS & DEPLOYMENT

Unity Mobile Development
Android Builds
Google Play Publishing

ADDITIONAL TECHNOLOGIES

ASP.NET MVC, ASP.NET Core
Web APIs, SQL
JavaScript, HTML/CSS
Entity Framework
Arduino, OpenCV
C, C++

LANGUAGES

Turkish - Native
English - Fluent
Japanese - Conversational

HONORS & AWARDS

Tokyo AI | OpenAI 100-Hour Game Builder Challenge 2026
AI-Powered Tool Track Finalist
MEXT Scholarship 2023-2026
Embassy Recommendation, Japanese Government
Unity Hackweek Scholarship 2019
Women in Games Turkey
Unite Berlin Scholarship 2018
Wooga

ADDITIONAL ACTIVITIES - JAPAN

Universal Campus
Part-time English teaching for elementary and junior high school students.
Tomonokai
Participated in cultural and language exchange programs with Japanese students.

Recent graduate from Institute of Science Tokyo in Human-Centered Science and Biomedical Engineering, and a game developer experienced in Unity and C#, with additional experience in Python, software development, and applied generative AI workflows. Her recent graduate research used Unity for motor imagery cue presentation and Python for EEG signal processing and classification. Experienced in defining system requirements and architecture, directing AI-assisted implementation, and testing and integrating generated solutions into Unity production workflows. Background includes released Unity mobile games, backend development, research-driven Unity projects, technical teaching, and multimodal AI-assisted game and content production.

EXPERIENCE

Fitness Crossing - Founder & Unity Technical Designer

Independent YouTube Project

May 2026-Present
Online

- Design and produce immersive, game-like interactive videos in Unity using reusable gameplay systems and AI-assisted production workflows.
- Define system requirements and architecture and direct Codex-assisted implementation across C# scripts, Unity scenes and prefabs, Editor tools, meshes, and Blender workflows; test, debug, and iteratively refine generated solutions.
- Develop Unity tools to automate repetitive production tasks.
- Experiment with multimodal generative-AI workflows for production assets, including image generation and image-to-3D generation, texturing and rigging, followed by animation and Unity integration.

Freelance Game Developer

Freelance Client

Sep 2022-Apr 2023
Remote

- Developed a client-defined casual mobile game from a new Unity project, implementing core gameplay in C# and integrating third-party visual and audio assets.
- Configured Firebase Remote Config, integrated an advertising SDK, prepared Android builds, tested the game before release, and maintained it during the contract; the client released it on Google Play.
- Implemented requested updates for an existing hyper-casual Unity game and worked within its established codebase using C# and Unity Version Control.

Lecturer

Istinye University

Apr 2021-Jul 2022
Istanbul, Türkiye

- Taught Python, game programming, Unity-based 3D game development, and information systems in English and Turkish.
- Designed course materials, assignments, and programming exercises; evaluated student code and supervised software and game-development projects.

Software Developer

Softtech

Jul 2018-Apr 2019
Istanbul, Türkiye

- Developed and maintained C# backend components using ASP.NET MVC, ASP.NET Core, Web APIs, and SQL for omnichannel banking applications.
- Migrated legacy banking interfaces using an in-house JavaScript-based UI editor and integrated them with backend services.
- Contributed to frontend modernization and backend integration for SWIFT operations and implemented a new backend action for credit-card debt payment workflows from product requirements.

Unity Development Intern

GES Teknoloji (now VRLab Academy)

Jul 2017
Istanbul, Türkiye

- Developed a Unity 3D Solar System weight simulation in C#, using simulated scale data and interactive controls for movement, scaling, and rotation.
- Modified existing Unity C# and Arduino code to update joystick controller functionality in a previous project.

EDUCATION

M.Eng., Human-Centered Science and Biomedical Engineering

Institute of Science Tokyo / Tokyo Institute of Technology

2023-2026 | GPA 3.64/4.50

Master's Thesis: Investigating the Effect of Cue Perspective on Motor Imagery EEG Classification Using a Portable EEG Headset

Implemented the experimental testing environment in Unity and used Python for EEG preprocessing, analysis, classification, statistics, and visualization.

M.Sc., Game and Interaction Technologies

Istanbul Technical University

2018-2021 | GPA 4.00/4.00

Master's Thesis: Spatial Audio Localization as a Gameplay Element: Design, Development, and Evaluation of an Audio-Based Virtual Reality Game

B.Sc., Computer Engineering

Istanbul Technical University

2013-2018 | GPA 2.97/4.00

Graduation Project: Development of a Strategy Game Using Software Development Practices

SELECTED PROJECTS

Devsplorer - Unity Educational Content Project

Created English-language Unity tutorials and educational development content across written and video platforms.

Established 2020

Spatial Audio Localization as a Gameplay Element

Designed, developed, and evaluated two Unity/C# VR games investigating spatial audio localization as a gameplay element.

2018-2021

Previously Released Unity Mobile Games

Developed and released three Unity mobile games on Google Play. All three are now discontinued.

Google Play

Game Jam Participation

Developed game-jam projects in a game developer role, focusing on gameplay implementation and rapid prototyping.