

Erman Onay

Unity Game Developer | Gameplay & Systems Programming | C# | 2 Shipped Steam Titles

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SUMMARY

Unity/C# game developer focused on gameplay and simulation systems, with two commercial Steam releases. Took **Café Manager** from prototype to Steam v1.0 as its sole programmer and designer and most recently shipped the public demo for **Internet Cafe 98**.

EXPERIENCE

Unity Game Developer & Co-Founder, GrindWill Labs

AUG 2025 - PRESENT

Three-person independent game studio · Türkiye (remote)

- **Purple Pop - Unity 6/C#**: Co-developed progression, prestige, and economy systems; optimized the bubble lifecycle and rendering path to support up to **1,000 active bubbles** with object pooling, shader-driven rendering, and one shared material.
- Purple Pop reached **17,000+ copies** across direct Steam sales and Humble Bundle distribution and holds a **Very Positive overall** Steam rating.
- **Internet Cafe 98 - Unity 6/C#**: Designed and implemented the PC-building and revenue simulation, timing-based manual research mini-game, and the Defrag panel's PC optimization/buff rotation system in Unity 6/C#.
- Shipped the public Steam demo, reaching **121 peak concurrent players** while the full game passed **1,000 wishlists within 10 days**.

Purple Pop - Steam · Internet Cafe 98 - Steam

Solo Game Developer, Independent - Café Manager

JUL 2024 - JUN 2026

Released under Sikitesens Lti. · Unity, C#, Steamworks

- Built and shipped Café Manager from prototype through Early Access to Steam v1.0 as its sole programmer and designer.
- Built café construction, staff hiring and performance, customer simulation, and the UI supporting service flow and business progression.
- Managed Steamworks integration and release delivery, including build, depot and branch workflows, achievements, Steam Cloud, and demo configuration.

Café Manager - Steam

Additional Experience: Information Technology Intern, Türkiye Petrolleri A.O.

SEP 2019 - JUN 2020

SKILLS

Engines & languages	Unity 6, C#, Unreal Engine 5.6 / C++ project experience
Gameplay systems	Simulation, progression, economy, save/load, localization, Unity UI
Performance	Unity Profiler, Frame Debugger, object pooling, shader-driven rendering, draw call reduction, Steam Deck profiling
Delivery & tools	Steamworks SDK, build, depot and branch management, achievements, Steam Cloud, Git

EDUCATION

B.Sc. Computer Engineering - Degree in Progress, Selçuk University

2021 - PRESENT

Expected Jun 2028 · Took a planned academic leave to ship commercial games.

LANGUAGES

Turkish - Native · English - Professional working proficiency