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SUMMARY

Senior Software Engineer with 6+ years building **scalable, low-latency backend and real-time distributed systems** across cloud and product platforms. Expertise in **C++ and C# / .NET Core, system and solution architecture**, networked services, and **AWS**, owning design end to end from first commit to production. Skilled in **leadership, mentorship, and CI/CD**, with full-stack and game-engine (Unity, Unreal) experience rounding out the profile.

ACHIEVEMENTS AND RESPONSIBILITIES

- **Architected Scalable Real-Time Systems:** Designed and delivered low-latency, high-reliability communication and telemetry systems across iOS, Unity, and cloud platforms.
- **Led and Mentored Engineering Teams:** Improved engineering quality and developer onboarding through structured code reviews, standards, and mentorship.
- **Shipped Multiple Production Products:** Delivered commercial games, mobile apps, and cloud-integrated systems across iOS, Android, and Web.
- **Improved CI/CD Efficiency:** Reduced build failures and deployment times through automation and pipeline optimisation on Jenkins, AppCenter, and AWS.
- **Network Engineering Expertise:** Designed networking layers using ENet, WebSockets, and Netcode; built reliable, secure data pipelines.
- **Full-Stack Software Delivery:** Implemented backend, frontend, engine-level, and cloud services, replacing legacy systems with modern, scalable solutions.

EDUCATION

- **Newcastle University** Newcastle upon Tyne, United Kingdom
Master of Science (MSc) in Computer Game Engineering; Distinction (85/100) Sep. 2023 – Sep. 2024
- **Sakarya University** Sakarya, Turkey
Bachelor of Science (BSc) in Computer Engineering; GPA: 3.21/4 Sep. 2018 – Feb. 2022

EXPERIENCE

- **Movetru** Belfast, Northern Ireland
Senior Software Engineer Oct 2025 - Jun 2026
 - **Product & Platform:** Worked as a senior engineer across both of Movetru's products, Vision and Pro, the company's athlete movement-analytics platform, spanning backend, web, and desktop applications.
 - **AI & Computer Vision:** Owned the architecture of AI and computer-vision features across the products.
 - **Cloud Backend:** Designed and built backend services on AWS using C#/.NET.
 - **Code Review & Mentorship:** Led code reviews and mentored engineers across the native, backend, and web codebases, and improved the reliability of data processing through algorithm refactoring.
- *Software Engineer* Oct 2024 – Oct 2025
 - **Cross-Platform App Development:** Built and maintained features for a cross-platform mobile app built with Unity and native iOS (Swift/Objective-C) scripts, and built real-time communication features connecting the app to external hardware devices.
 - **Reporting & Data Visualization:** Built configurable report-generation features with export to CSV and other formats, and developed a range of interactive in-app data visualisations for analytics.
 - **Cloud Backend:** Designed and maintained cloud backend features on AWS supporting authentication, data, and core business logic.
 - **Performance & Build Pipeline:** Developed a Unity-to-Xcode build pipeline that reduced manual configuration and build times. **Reduced client application loading times for long sessions from 5 minutes to 5 seconds, and improved the graph render pipeline, boosting heavy visualisations from 3-5 FPS to 30+ FPS.**

- Inventuna Games** Istanbul, Turkey
Lead Game Developer May 2023 - May 2024
 - Game Systems & Architecture:** Designed the full application architecture with technologies including Unity, AWS, .Net Core, SQLServer, Web3 integrations with HeroesChained (HEC) coin under AVAX blockchain and led the implementation of software solutions for a 3D hex-grid based auto-battle game with card mechanics.
 - Networking & Multiplayer:** Expertly utilized Unity3D as the primary game development engine, incorporating Netcode for efficient network communication.
 - Cross-functional Collaboration:** Collaborated closely with cross-functional teams, including artists, designers, and QA professionals, to ensure seamless integration of features and maintain a cohesive development pipeline.
 - Mentorship:** Provided mentorship and guidance to junior developers, fostering a collaborative and knowledge-sharing environment within the development team, contributed team members technical development and healthy codebase with doing proper code reviews.
 - Release & Post-Launch:** Successfully released the title in Google Play Store and AppStore, Provided features, fixed bugs, and strategically managed technical debt in the large C# codebase after release of the title
- Game Developer* August 2022 - May 2024
 - Core Gameplay & Blockchain Integration:** Contributing to block-chain based play-to-earn game called Heroes Chained. Designed software solutions for 3D hex-grid based auto-battle game.
 - Full-Stack Systems Development:** Contributed to and designed Firebase integrations, backend API (.NET Core, MSSQL Server), and full application architecture, deployed on AWS EC2 Windows Server.
 - Maintainable Systems:** Wrote maintainable code solutions for systems and added features using these systems for the game according to game development and object oriented programming patterns.
 - CI/CD for Mobile:** Created a build system for iOS/Android using Jenkins and AppCenter
 - Tech Stack:** Unity3D (C#), Netcode, .NET Core (for backend project), MSSqlServer (T-SQL), Firebase (Authentication, Remote Config, Crashlytics), Gitlab (Git) for source control
- Masomo** Izmir, Turkey
Game Developer Dec 2021 - Jul 2022
 - Feature Development for Live Title:** Led and contributed to new features in Head Ball 2, a globally scaled multiplayer title with over 100 million downloads. Implemented robust and well-designed systems for features, improved UI and Gameplay Delivered continuous features and defined activation strategies on the live.
 - Legacy Code Maintenance:** Optimized and maintained Legacy Codebase. Improved communication skills by sharing ideas and discussing with designers and art teams.
 - Tech Stack:** Cocos2D-x (C++), Java (For Android), Objective-C (For iOS), Firebase (Remote Config, Crashlytics, AdMob (Ad Mediation))
- Ford Otosan (FORD Motor Company)** Kocaeli, Turkey
Student Software Engineer Sep 2020 - Dec 2021
 - Full-Stack Programming:** Contributed new features to the Digital Factory project as a full-stack software developer role in a SCRUM team
 - System Design & Architecture:** Contributed to the design of the architecture for converting complex paper-based production systems to digital systems.
 - Mentorship:** Mentored junior and intern software developers to improve their coding skills for the projects.
 - Tech Stack:** .NET Framework (5), RabbitMQ, Oracle DB (PL-SQL), SignalR, ElasticSearch
- Cozum Makina** Istanbul, Turkey
Software Engineer Intern Aug 2020 - Sep 2020
 - Cross-Platform Mobile Apps:** Developed cross-platform mobile applications using React Native for industrial monitoring systems.
 - Data Dashboards:** Built dashboards and analytics tools for IoT-driven factory systems.
 - Tech Stack:** React Native, .NET Core, MSSQL Server, Python

PROJECTS

- **Distributed Physics Simulation:** Dissertation project for computer game engineering MSc program. Designed and implemented a multi-server architecture to handle real-time physics simulations, with seamless data synchronization between servers.
Developed a system capable of dynamically handling varied object counts and server configurations without compromising performance.
Implemented predictive mechanisms to ensure smooth object transitions between server-managed areas.
Tech Stack: C++, OpenGL, eNet, imGUI, CMake, Git
Project Link: Distributed Physics Simulation
- **ToolKit Game Engine Network Plugin:** Working on a networking plugin for open-source game engine ToolKit
Tech Stack: C++, eNet, CMake
- **ToolKit Game Engine Editor MacOS Port:** Working on porting ToolKit game engine editor to work properly on MacOS operating system. Also planning to add iOS & MacOS build support.
Tech Stack: C++, CMake

SKILLS

- **Proficient:** C#/.NET Core, C++, Software & Solution Architecture, Backend & Distributed Systems, AWS (Lambda, API Gateway, Fargate/ECS, DynamoDB, S3, Cognito), REST APIs & Microservices, Full-Stack Development (React), Real-Time Streaming (gRPC, SSE, WebSocket), Network Programming, Data Structures & Algorithms, CI/CD (Jenkins), OOP
- **Comfortable:** React + Electron, Redis, Computer Vision, Python, JavaScript/TypeScript, Game Engines (Unity, Unreal), Swift/Objective-C, MSSQL, RabbitMQ, AI-Assisted Development (Claude Code, OpenAI Codex)