Mahsa Omidvar

Unity Game Developer (Mobile) · Founder of Lazy Fennec

Bursa, Türkiye · Open to on-site, hybrid or remote

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Summary

Unity/C# mobile game developer who has built **6 Android games solo**, from concept to release: gameplay programming, UI/UX design, monetization and store publishing. Founder of **Lazy Fennec**, an indie mobile studio with Planet Merge live on Google Play and 2 more games in closed testing, all using AdMob ads and in-app purchases. Previously the sole developer at Teleferic, where I built a procedural generator for 100% solvable puzzle levels. Computer Engineering graduate (2026) looking for a Junior Unity Developer role in mobile, casual or hybrid-casual games.

Technical Skills

- **Engine & Language:** Unity 6 (2D, 3D), C#, OOP, ScriptableObjects, coroutines
- **Gameplay & Systems:** gameplay programming, 2D physics, procedural level generation, puzzle solver algorithms, power-ups, game economy & progression, save systems
- **Monetization:** AdMob (rewarded, interstitial, banner), in-app purchases (Remove Ads), rewarded ad placement design
- **Mobile & Publishing:** Android builds (AAB), Google Play Console (closed testing, production releases, store listings, ads and Data safety declarations), tilt/accelerometer controls, haptics, Unity Profiler, object pooling
- **Design:** mobile UI/UX, uGUI, UI animations, game feel (particles, screen shake, combo feedback), game and level design
- **Tools:** Git, GitHub, GitHub Pages, Blender (basic) · **Also:** Python, Django, REST APIs, HTML/CSS

Experience

Founder & Game Developer — Lazy Fennec (indie mobile game studio) · Remote · Oct 2026 – Present

- Founded and run an indie mobile studio end to end: game design, Unity/C# development, UI/UX, monetization, Google Play publishing and marketing.
- Shipped **Planet Merge** to Google Play and moved 2 more games (**Jelly Plop**, **Yarn Fox**) into closed testing within the studio's first month.
- Handled Google Play compliance for every release: closed testing tracks, ads declarations, Data safety forms and target audience settings.
- Built the studio brand (fennec mascot logo), a GitHub Pages website hosting privacy and terms pages for all games, and YouTube and Instagram channels for gameplay content.

Game Developer Intern — Teleferic · Remote · Feb 2026 – Oct 2026

- Released 2 Android games on Google Play as the sole developer, owning every stage: concept, game design, UI/UX design, Unity/C# programming, testing, Android builds and store release.
- Designed the complete UI/UX of both games with touch-friendly menus, HUDs, popups and UI animations in Unity uGUI for different mobile screen sizes.
- Kept both titles stable on Android devices by profiling memory and load spikes in Unity and fixing the causes of crashes.
- Delivered each game from prototype to published build independently while working fully remote, managing my own scope, schedule and Git/GitHub version control.

Games — Lazy Fennec

Planet Merge — Physics merge puzzle · Unity 6, C# · 2026 · Google Play

- Rapidly prototyped and shipped a physics-based drop-and-merge loop with a 10-tier planet chain and exponential scoring, then iterated on it through live updates.
- Made merges feel rewarding with particle bursts, expanding rings, screen shake scaled by planet tier, combo text, floating scores and rising sound pitch.
- Monetized with AdMob rewarded and interstitial ads plus a Remove Ads purchase; designed helper power-ups (shake, black hole) that give one free use, then unlock more through rewarded ads.

Jelly Plop: Tilt & Drop — Tilt arcade · Unity 6, C# · 2026 · Google Play closed testing

- Built tilt (accelerometer) controls that guide a jelly through holes in rising shelves, in a pink candy art style.
- Designed a shop and collection system (jellies, floors, candy packs) with rewarded ads and a No Ads purchase.
- Prepared a mixed-audience (ages 9+) release with a neutral age screen to follow Google Play family policies.

Yarn Fox: Ball Sort Puzzle — Puzzle · Unity 6, C# · 2026 · Google Play closed testing

- Rebuilt my earlier sort puzzle with a new cartoon yarn theme and the studio's fennec mascot: new ball visuals, logo, menus and containers.
- Kept the core systems: solver-based hints, a difficulty curve from 1 to 10 colors, and coroutine-driven ball transitions instead of physics.

Games — Teleferic

Planet Sort: Galaxy Color Match — Puzzle · Unity, C# · 2026 · Gameplay video

- Produced 50+ levels with 100% solvable layouts by building a procedural level generator that validates solvability before shuffling the starting arrangement.
- Helped players get past hard levels without quitting by adding hint, undo and shuffle mechanics.
- Eliminated crashes during level transitions and shortened loading by reusing objects instead of re-instantiating them.

Juice Merge — Merge / Casual · Unity, C# · 2026 · Gameplay video

- Monetized with AdMob rewarded and banner ads tied to life refills and coin bonuses.
- Built the core loop (merge mechanics, order system, scoring, progression) plus life regeneration, a coin economy and an in-game shop.

Basket Swipe — Arcade / Sports · Personal university project, later published by Teleferic · Unity, C# · 2025 · Gameplay video

- Delivered smooth swipe-to-shoot gameplay on Android with physics-based shooting, touch controls and scoring, tuned for mobile devices.

Education

B.Sc. Computer Engineering — Bursa Uludağ University · 2022 – 2026

Other Projects

Django Tweet — Python, Django · 2023 · GitHub: Twitter-style web app with authentication, tweets, likes, retweets and REST APIs.

Certifications

BTK Akademi: Unity Game Development (2025) · C# Programming (2023) · Python Programming (2023) · Git & GitHub (2023)

Languages

Turkish (Native) · Persian (Native) · English (B2, professional working)