

# Emre Tokerler

## Software Engineer

Generative AI · Games · Full-Stack · Interactive Experiences

Remote-only · Turkey (GMT+3)

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## PROFILE

10+ years building games, interactive brand projects, and full-stack apps. Co-founded two studios. Now focused on applied and generative AI.

## EXPERIENCE

### Philosopher King — Software Engineer

2024 – Present

AI narrative games studio

- Building an early-stage AI narrative game for desktop and mobile.
- Use generative AI for the story, voices, and art in the game, and keep it fast and cheap to run.

### Gybe Games — Software Engineer

2022 – 2023 · Istanbul

- Shipped 15 prototypes and produced ad creatives.
- Built a reusable game template that made prototyping faster.

### Satori Games — Co-Founder & Software Engineer

2020 – 2021 · Istanbul

- Co-founded the studio and shipped 12 mobile games.
- Did game design, level design, gameplay, and UI, and tried new mechanics with publishers.

### Gameguru — Software Engineer

2019 – 2020 · Istanbul

- Built a hit game from scratch that reached **10M+ players**.
- Made 20 games and learned how publishing, marketing, and monetization really work.

### Visioninteractive — Managing Partner & Technical Lead

2017 – 2018 · Istanbul

Interactive brand projects

- Ran a tech agency building online and offline brand projects for big companies.
- Clients: Turkcell, Sony, Coca-Cola, Red Bull, P&G, Unilever, Bayer, Etihad.

### UneLabs — Co-Founder & Software Engineer

2016 – 2017 · Ankara

Interactive products & R&D

- Co-founded a studio making interactive products; shipped 20+ projects in AR, VR, face tracking, and embedded systems.

### Earlier — Game Developer

2014 – 2016 · Istanbul

Mobilecraft · Gulyabani Games

- Made and shipped casual games, from first prototype to launch.

## TOOLBOX

**Languages:** Python · TypeScript · JavaScript · C# · Go · Java · C

**LLM & GenAI:** OpenAI · Anthropic · Gemini APIs · prompt engineering · context engineering · LLM orchestration · structured outputs · multi-model consensus · cost/token tracking · LangSmith

**ML & media gen:** PyTorch · TensorFlow · diffusers · LoRA/PEFT fine-tuning · multimodal generation (image-video-audio) · fal.ai · ElevenLabs · ffmpeg · whisperX · ML Kit

**Backend & cloud:** FastAPI · async · Postgres · gRPC · REST · Docker · GCP · Firebase · CI/CD (GitHub Actions, Fastlane)

**Frontend & game:** React · Next.js · React Native · Zustand · Tailwind · Unity · shaders

**Familiar with:** RAG · vector DBs (pgvector, Pinecone) · LangChain / LangGraph · MCP

**Ways of working:** Jira · Trello · Notion · Agile / Scrum

## EDUCATION

### Bilkent University — BSc, Computer Technology & Information Systems · 2012–2016

Faculty of Applied Sciences · Full scholarship · Honor degree (GPA 3.10 / 4.00)

**Languages:** Turkish (native) · English (professional)