



# Fred Newton Akdogan

- **Birthday:** 23.05.1997 • **Nationality:** German • **Address:** Erding, Germany
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- **Web:** <https://freddynewton.github.io>

## Profil

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As a passionate Unity developer with 4+ years of professional experience and daily private practice in Unity & C#, I develop innovative XR solutions for iOS, HoloLens and automotive industries. My expertise includes AR/VR integration, real-time simulation and basic 3D modeling (Blender). Through agile project management and clean code, I efficiently implement technically demanding projects - always with a focus on performance optimization and user-centered experiences.

## Professional experience

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03/2025 – present  
Remote

### Unity Game Developer superswipe.games

- Developed mobile games utilizing Unity Cloud Services
- Implemented interactive gameplay features and optimized game performance
- Collaborated with cross-functional teams to design and implement game mechanics
- Conducted testing and debugging to ensure smooth gameplay experience
- Managed project timelines and milestones to deliver high-quality games on schedule

10/2021 – 10/2024  
Stuttgart, Baden-  
Württemberg  
, Germany

### Virtual Engineer Technology & Strategy | Mercedes Benz - Tech Motion

I led the implementation and optimization of XR solutions, managing technical projects and requirements analysis to integrate new features efficiently. My role involved overseeing agile development, ensuring performance improvements on HoloLens and iOS, and maintaining high-quality code standards.

- Spearheaded implementation of localization solutions for XR platforms and integrated modular localization with the backend using the .PO file format and POEdit
- Heightened performance and minimized memory usage on HoloLens and iOS platforms
- Built and deployed applications for HoloLens and iOS
- Incorporated and maintained MRTK 3.0 for HoloLens applications
- Optimized model tracking functionality on HoloLens and iOS using the VisionLib SDK
- Led custom client projects, including ticket planning and roadmap creation for agile software development
- Managed customer technical projects, identifying requirements for integrating new features and planning tasks in JIRA
- Eliminated technical debt to raise codebase quality and maintainability
- Proficient in Unity, C#, VisionLib SDK, MRTK 3.0
- Experienced in Microsoft HoloLens, Augmented Reality (AR), Virtual Reality (VR)
- Skilled in iOS development, Model tracking
- Familiar with POEdit, .PO file format, Software architecture, Clean Code, Performance optimization
- Proficient in Agile project management (Scrum), JIRA



## Professional experience

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- Experienced with Dependency Injection using Zenject, reactive programming with UniRx / UniTask, and managing packages with NuGet

02/2021 – 09/2021

Stuttgart, Baden-

Württemberg

, Germany

### Unity Developer

#### FRIDIE

- Produced Unity prototypes and delivered final products for clients as a student assistant at Fridie
- Led interactive projects including creating an interactive advertising experience for an automotive manufacturer utilizing the Wii Fit Board
- Generated Point Clouds and built up prototypes using Azure Kinect
- Designed and developed WebXR applications for iOS and Android using WebXR Unity SDK, Three.js, and Aframe.js
- Proficient in Unity, Wii Fit Board, Azure Kinect, Point Cloud generation
- Experienced in WebXR Unity SDK, Three.js, Aframe.js
- Skilled in iOS and Android development

09/2019 – 03/2020

Leonberg, Baden-

Württemberg

, Germany

### Software Engineer Intern

#### Bosch

- Contributed to software development at Bosch by utilizing C# .NET and WPF
- Enhanced existing software solutions by adding new features
- Maintained and optimised software to ensure peak performance and functionality
- Proficient in C#, .NET, and WPF for software feature development and maintenance

09/2013 – 07/2016

Heilbronn, Germany

### Wholesale and foreign trade merchant Trainee

#### Prosol Lacke + Farben GmbH



## Education

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09/2017 – 09/2021

Vaihingen, Germany

### Media informatics | B.Sc

#### Hochschule der Medien Stuttgart

Game Development & Artificial Intelligence

- Developed a multimedia project showcasing advanced web design skills, resulting in positive feedback from professors and peers.
- Led a team of classmates in creating a virtual reality application for a class project, demonstrating strong leadership and collaboration abilities.
- Conducted research on user experience design principles and presented findings to faculty members, contributing to discussions on improving course curriculum.
- Completed coursework in media theory, graphic design, and interactive media, gaining a comprehensive understanding of key concepts in the field.

09/2016 – 08/2017

Sontheim, Germany

### Commercial entrance qualification for universities of applied sciences

#### Andreas-Schneider School

09/2007 – 08/2013

Böckingen, Germany

### Secondary school

#### Heinrich-von-Kleist



## Skills

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### - LANGUAGES

English  
**PROFESSIONAL**

German  
**NATIVE**

### - COMPUTER LANGUAGES

C#

Html

CSS

Python

Java

GD.Script

JavaScript

### - TECHNOLOGY STACK

Unity Engine

WebXR

XR Development

Game Development

Agile Software  
Development (Jira)

Blender

Unreal Engine

Godot Engine



## Social Media

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Fred Newton, Akdogan



@freddynewton



Portfolio



## Hobbys

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Game Jams



Cooking



Gym



Music



Gaming



Concerts