

ALI JIRAKI

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QUALIFICATIONS

- Over 8 years of experience in every aspect of making video games, from design to programming.
- Good understanding of what it means to work in a team; the ability to see tasks from the viewpoint of other team members, then to design objects/AI/systems that adhere to specifications, but that are also very easy to tweak and be received by teammates who will work on them.
- A strong work ethic and determination to get the job done, and to do whatever it takes to meet deadlines and deliver the best possible product

EXPERIENCE

Lead Programmer

Mar 2021 – Mar. 2024

OrionGames Inc.

- Worked on [Arto](#), a 3rd person action adventure RPG. Was responsible for designing and implementing combat, enemy AI, arenas, bosses, environmental interactions, in-game cutscenes, and mechanics related to game feel like freezeframes, screen shakes, and vfx.
- [Bashtronaut](#): Was responsible for both the game design and programming for this game. Designed level layouts, combat scenarios, combat systems, enemy AI, environmental hazards, upgrade system, inventory system, leaderboards, and all related UI.
- [Nyana](#): Worked on character movement in a dynamic 2D, non grid space (think Ori and the Blind Forest) for a pre-alpha vertical slice. A core focus was on the combat, with abilities to pull/throw enemies in a physics based system.

Game Developer

May 2016 – Oct. 2020

Dungeon Brick Studios

- Created and launched [Dungeons of Legend: Cast Within](#) and [Dungeons of Legend: Underwell](#) on Steam and Android
- Programmed game mechanics, AI, GUI, and audio using C#.
- Implemented inventory systems, battle systems, character class/upgrade/level up systems, and a custom save system.
- Designed/sketched levels, created 2D art, animations, and special effects.
- Created advertisements, video trailers, and marketing campaigns. Worked with translators on game localization.
- Responded to customer feedback and bug reports on the Steam Community Hub and Google Play Store reviews.
- Learned Unity 3D design patterns and game development methodologies such as object pooling, performance optimization, and effective use of scriptable objects and singleton classes (where applicable).

EDUCATION

The Ohio State University | Bachelor of Science in Computer Science and Engineering

Jun. 2013

- GPA: 3.4/4.0, specialized in Software Systems

SKILLS

Unity 3D | C# | Python | Java | Git | Game Design | Level Design | UI/UX | Agile | Object Oriented Programming

PROJECTS AND LINKS

- <https://store.steampowered.com/app/1906510/Arto/>
- <https://store.steampowered.com/app/2495350/Bashtronaut/>
- <https://store.steampowered.com/app/2563310/Nyana/>
- https://store.steampowered.com/app/1006160/Dungeons_of_Legend_Cast_Within/
- <https://play.google.com/store/apps/details?id=com.logecatprod&hl=en>
- <https://www.linkedin.com/in/ali-jiraki-unity-aws-developer/>