ALİ BACIK

Date of birth: 18/01/2000 | **Nationality:** Turkish | **Gender:** Male | **Phone number:**

(+90) 5534447486 (Mobile) | **Email address:** bckalisa@gmail.com | **Website:**

https://ali-bacik.netlify.app/ | **Website:** https://github.com/AliBacik |

Address: 34899, İstanbul, Türkiye (Home)

WORK EXPERIENCE

ICY STUDIOS GAMING – STOCKHOLM, SWEDEN

UNITY GAME DEVELOPER – 01/03/2025 – CURRENT

- Led gameplay mechanic development and UI systems for mobile games in Unity3D
- Performed extensive gameplay and asset optimization to ensure smooth performance on low-end mobile devices
- Collaborated with designers and artists to deliver polished gameplay experiences
- Integrated Firebase, AdMob and IAP (Unity IAP) services in production environment
- Mentored interns and contributed to code quality improvement through code reviews

ICY STUDIOS GAMING – STOCKHOLM, SWEDEN

Website https://www.icystudiosgaming.com/

UNITY GAME DEVELOPER INTERN – 09/2024 – 28/02/2025

- Actively contribute to Mobile game projects using Unity and provide technical support to team members
- Develop code in C# and review existing code, suggesting improvements to enhance performance
- Work on creating and refining **Core Game Mechanics** to enhance the overall gaming experience
- Integrate and manage various game assets, including models, sprites, animations, and sound effects
- Work effectively with other developers, designers, and artists
- Experience with integrating AdMob, Firebase, DOTween and Unity IAP

VIRGOSOL INFORMATICS AND SOFTWARE SOLUTIONS A.Ş. – İSTANBUL, TÜRKIYE

SOFTWARE TEST ENGINEER INTERN – 07/2024 – 09/2024

- Agile Methods
- SDLC (Software Development Life Cycle)
- STLC (Software Testing Life Cycle)
- Manuel Testing
- Automation Testing (Java & Selenium)
- Defect Reporting
- API Testing (Postman, Newman, SoapUI)

METRIC SOFTWARE – İSTANBUL, TÜRKIYE

BUSINESS INTELLIGENCE INTERN – 01/07/2022 – 01/08/2022

- Data Processing
- SQL

YAŞAR HOLDING – İSTANBUL, TÜRKIYE

SOFTWARE DEVELOPER INTERN – 01/09/2021 – 02/10/2021

- Python Language Implementations
- Developed Voice-Recognition technology using Python language.

- Delivered project reports and milestone updates to supervisor.
- Learned software engineering process improvements and best practices.

EDUCATION AND TRAINING

30/09/2022 – 05/07/2023 Maribor, Slovenia
COMPUTER SCIENCE (ERASMUS - 2 SEMESTERS) University of Maribor

Website https://www.um.si/en/home-page/

15/09/2018 – 23/07/2024 İstanbul, Türkiye
COMPUTER ENGINEERING Doğuş University

Website https://www.dogus.edu.tr/

PROJECTS

09/2024 – CURRENT
Final Stand: Battle Strategy (Unity 3D) (C#) (Android/IOS) (Published Title)

Casual Runner Shooter Game

Google Play Store || App Store

3D Multiplayer Kart Racing Game (Unity 3D - Photon Network)

Developed a 3D kart racing game with real-time multiplayer using Photon PUN.
Features include advanced AI drivers in single-player mode (with obstacle avoidance and overtaking), dynamic road tracks, minimap, leaderboard, and first/third-person camera switch.

GitHub Link
Youtube Link

Match 3 Game (Unity2D) (C#)

GitHub Link

Medieval Base Defence - Mobile Casual Game (Unity 3D) (C#)

GitHub Link
Youtube Link

Base Defense - Mobile Game (Unity 3D) (C#) (Published on Yandex)

"Fight Against the Strengthening Zombie Horde as Days Go By!"
Yandex Link

Endless Park - Mobile Hyper Casual Game (Unity3D) (C#)

"As the platform spins faster and gets smaller, park the car perfectly to win!"

GitHub Link

Dark Descent - Horror & Puzzle Game (Unity3D) (C#)

3D Psychological horror game. As a hotel employee trying to go from the 10th floor to the bottom floor, you will witness anomalies on the floor. It is a game that creates a tension-filled atmosphere while the player tries to get to the bottom floor by making the right choices.

GitHub Link

Cut the Rope - Mobile Hyper Casual Game (Unity2D) (C#)

In this 2D puzzle game, cut the rope to release a swinging ball and knock objects off the platform. Time your cuts carefully to clear each level and overcome new challenges!

Car Parking - Mobile Hyper Causal Game (Unity3D) (C#)

Test your timing skills in this addictive hyper-casual game! Tap the screen to send cars onto rotating platforms, aiming to park them perfectly in designated spots. If the car lands perfectly, it's parked. Miss the mark, and it's game over. Simple to play, challenging to master!

GitHub Link

Text Classification to Detect Spam Messages (Python)

Text Classification to Detect Spam Messages
  • BERT and XGboost algorithms using Python Language

Link https://github.com/AliBacik/Spam_Detection_Xgboost_BERT

Movie Recommendation System (Python)

Movie recommendation system based on users' rates and their watching history.
  • Python Implementations
  • It has Hybrid system (Two different filtering algorithms) to recommend movies.
  • Made with Collaborative Filtering and Content based filtering using Transformer

Link https://github.com/AliBacik/Movie-Recommendation-System

Portfolio Web Site (CSS-HTML5-Scss)

Responsive Portfolio Web site

Link https://github.com/AliBacik/Portfolio-Web-Site

SKILLS

C# | C++ | Unity (2D & 3D) | Unreal Engine 5 | Unity Job System | Multiplayer Game Development | Unity Addressables | Git | Python | Visual Studio

Third-Party Tools & Services

Photon Network | Firebase | AdMob | DOTween

LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1
GERMAN	A1	A1	A1	A1	A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DRIVING LICENCE

Driving Licence: B

CONFERENCES AND SEMINARS

27/04/2019 İstanbul, Sabancı University
Meeting of Change Agents 2019

MOCA 2019 aims to create an opportunity for the sharing of expectations and experiences of English preparatory school students and instructors in Turkey on the concept of "creativity and challenge in language learning" with respect

to curriculum, teaching methodology and assessment of learning and related dimensions, possibilities and opportunities.

- I was the representative of Doğuş University

HOBBIES AND INTERESTS

Developing Games

- I have been playing video games since I was a little kid. I even started before my primary school times. It's always been precious for me. It made me push to develop my dream game while I learn related to Game mechanics, writing scripts, dealing with 3D models using Unity Game Engine.

CERTIFICATES

Unity for Hyper-Casual Mobile Games (61.5 Hours)

View Certificate

Software Design Patterns - BTK Academy

Introductory to Digital Game Development with Unity - BTK Academy

APIs and API Testing - BTK Academy

English Language Qualification Certificate - Pearson