




ALİ BACIK


Date of birth: 18/01/2000


Nationality: Turkish

Gender: Male

CONTACT

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 <https://github.com/AliBacik>

WORK EXPERIENCE

ICY Studios Gaming Stockholm, Sweden

Unity Game Developer

01/03/2025 – Current

- Developed core gameplay mechanics and UI systems for mobile games using Unity3D.
- Optimized performance and assets for low-end devices. Integrated Firebase, AdMob, and Unity IAP in production.

ICY Studios Gaming Stockholm, Sweden

Website <https://www.icystudiosgaming.com/>

Unity Game Developer Intern

09/2024 – 28/02/2025

- Designed and refined core gameplay mechanics to enhance user experience.
- Managed integration of game assets including models, animations, and audio.
- Experienced in AdMob, Firebase, DOTween, and Unity IAP integration.

Virgosol Informatics and Software Solutions A.Ş. İstanbul, Türkiye

Software Test Engineer Intern

07/2024 – 09/2024

- Familiar with Agile methodologies, SDLC and STLC processes. Hands-on experience in manual testing for ensuring software quality.

Metric Software İstanbul, Türkiye

Business Intelligence Intern

01/07/2022 – 01/08/2022

- Skilled in data processing and analysis using SQL for efficient data querying, filtering, and reporting.

Yaşar Holding İstanbul, Türkiye

Software Developer Intern

01/09/2021 – 02/10/2021

- Implemented voice recognition technology using Python.
- Gained experience in software engineering best practices and process improvements.

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/>

SKILLS

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

THIRD-PARTY TOOLS & SERVICES

Photon Network | Firebase | AdMob | DOTween

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.

[Youtube Link](#)

Match Factory (Unity3D) (C#)

Designed and developed a prototype of a casual object-matching game in Unity using C#. Players place items into a 7-slot bar; matching 3 identical items in a row triggers a clear. Focused on intuitive touch input, visual feedback, and efficient object pooling to ensure smooth gameplay.

[YouTube Link](#)

Match 3 Game (Unity2D) (C#)

Developed a prototype of a casual match-3 puzzle game using Unity and C#. Implemented core mechanics such as tile swapping, match detection, scoring, and level progression.

[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!

[GitHub Link](#)

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>

CERTIFICATES

Unity for Hyper-Casual Mobile Games (61.5 Hours)

[View Certificate](#)

C++ for Game Development

[View Certificate](#)

Software Design Patterns - BTK Academy

Introductory to Digital Game Development with Unity - BTK Academy

English Language Qualification Certificate - Pearson

LANGUAGE SKILLS

MOTHER TONGUE(S): Turkish

Other language(s):

English

Listening C1

Spoken production C1

Reading C1

Spoken interaction C1

Writing C1

German

Listening A1

Spoken production A1

Reading A1

Spoken interaction A1

Writing A1

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