

# Muharrem BAYINDIR

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[muharrembayindir.github.io/portfolio](https://muharrembayindir.github.io/portfolio)

## Education

**Yildiz Technical University**, Computer Engineering

Sept 2022 – June 2026

## Experience

**Trainee**, Google Game and Application Academy

Dec 2023 – Aug 2024

- Gained hands-on experience in Unity-based game development, entrepreneurship, and project management.
- Developed multiple 2D and 3D games using C# and Unity, applying Object Oriented Programming principles.
- Learned and practiced project management methodologies, including agile workflows.
- Developed AI integrated features using behavior trees and Unity ML-Agents.
- Worked on teamwork-driven projects combining technical and creative responsibilities.

## Projects

**Twin Apart – 2D Roguelike Survival Game (In Development)**

[github.com/TwinApart](https://github.com/TwinApart)

- Designed in Unity using C# and Mirror Networking, this cooperative roguelike survival game features base-building, wave defense, and procedural island generation
- Focused on modular enemy design, interactive player systems, and networked multiplayer architecture
- Preview available at [youtu.be/u9rs90ugDY4](https://youtu.be/u9rs90ugDY4)

**BLASTCOL – Tile-Matching Puzzle Game**

[youtu.be/QfVit2h2BWU](https://youtu.be/QfVit2h2BWU)

- Developed a mobile-friendly puzzle game in Unity with C#, featuring a blast mechanic, responsive UI, and level optimization across devices

**S6X – Point & Click Puzzle Game**

[youtu.be/6xY7qXgZxVw](https://youtu.be/6xY7qXgZxVw)

- Created an interactive environment in Unity using C# to implement object-based puzzles and point-and-click mechanics

**Son Şans – Game Jam Project**

[youtu.be/dobzRkq\\_jks](https://youtu.be/dobzRkq_jks)

- Built in Unity with C# and Photoshop during YıldızJam, focusing on narrative-driven gameplay and original visual style

**A Dream About Apples – Short Dev Challenge**

[youtu.be/iqlmAfl9e\\_s](https://youtu.be/iqlmAfl9e_s)

- Built with Unity and C# in a time-limited challenge to explore minimalist visuals and interactive storytelling mechanics

**Çarkı Değer – Educational Game**

[youtu.be/HiuPAh78DAk](https://youtu.be/HiuPAh78DAk)

- Developed an interactive values education game for touchscreen devices in primary school classrooms, using Unity and custom input systems

**Petshop App – Full-Stack Development**

[github.com/Sistem\\_Analizi](https://github.com/Sistem_Analizi)

- Developed a petshop management system as part of a system analysis and design course, covering both frontend and backend
- Implemented backend functionalities using Java and MySQL; built the GUI with Java Swing on NetBeans IDE
- Designed modules such as customer registration, inventory management, and order tracking

## Skills

C, C++, C#, Java, SQL, JavaScript, HTML, CSS, .NET, Unity, Mirror Networking, ML-Agents, Git, NetBeans, Object-Oriented Programming (OOP), Game Development, UI/UX Design, Agile Methodologies, Database Design