Bilal Demir
Jr. Game Developer

PERSONAL INFO

Name : Bilal Demir
Date Of Birth : 02.10.2001 (23)
Addres : Bursa,Türkiye
Education : Eskisehir Osmangazi Univesitesi
Department : Computer Engr. (4th grade - incomplete)

SKILLS

- 🟩 Positive Highlights
- 🟧 Negative Highlights

Programming ██████████░░ 80%
C#, C++, Html, Css, Js, Python, MySQL

Object Oriented Programming Alogrithms and Structeres	Network & Data

Game Engines ███████░░░░░ 60%
Unity, Godot

Optimization & Modularity	Shader & Lighting

Design ████████░░░ 70%
Adobe Illustrator, Photoshop, Premiere Pro

Graphic Design & Illustration	Visual Communication Design

3D █████░░░░░░ 40%
Blender, Maya, 3dsMax, CAD

Asset Creation & Implentation	Motion Design

Version Control : Github, Bitbucket

CONTACT

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📞 +90 536 272 8373   ⭘ github.com/Bilonel

About Me

Hello! I'm Bilal Demir, Jr. Unity Game Developer. I am also known online as Bilonel.

I've studied Computer Engineering department until last year. I'm mostly self-taught and have been studying and prototyping on Unity for the last 2 years.

I am eager to learn on every project I take, especially on mobile development, optimization an UI/UX.

Objective

Currently, I'm looking work opportunities to starting my career in the game development industry.

Working on projects where I can put what I have learned into practice and show my talents; I want to improve myself by working with experienced colleagues and add value to myself and society.

Also my first goal is to be in development team of a hypercasual game that is hit of the year.

Hobbies

I listen ethnic music such as persian or nordic while working.

Some weekends I go hiking, camping and playing guitar.

Also, I have been a keen grand strategy player since my childhood. Eu4, Hoi4 and Civ6 are my favorites.