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 - incomplete)

SKILLS

🟩 Positive Highlights
🟧 Negative Highlights

Programming ▬▬▬▬▬▬ **80%**

C#, C++, Html, Css, Js, Python, MySQL

Object Oriented Programming Algorithms and Structures	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

💼 bilonel.github.io

in linkedin.com/in/bilonel

⊙ github.com/Bilonel

✉ bilonel@gmail.com

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 industry.

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

I have a dream: On the bus, I will see an old person or a student playing a game that I developed. I will go to them and I will say "We did this!"

Hobbies

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

Some weekends I go hiking, camping and playing guitar.

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