

# BURAK TEKİN



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## WORK EXPERIENCE

2022 - 2023

### Web Developer in Vera Clinic

I created web sites, landing pages and mailings.

- HTML, CSS, JS, SEO, Documentation

2022 - 2022

### SAP Manufacturing Consultant in MBIS

I worked with manufacturing team on TOGG & Siro projects.

- SAP PP, SAP PP/DS, Agile/Scrum, Jira, Documentation

2021 - 2021

### Software Developer in Hermes Software

Developing & Updating ERP Project.

- C#, .NET, SQL, JS

## COURSES, TRAININGS

05/2023

### Game Developer Apprenticeship at Panteon Games

Currently having an online education for Unity at Panteon.

- Casual Games · Unity · C# · Mobile Games · Hyper-Casual Games

07/2023

04/2023

### Game Designer Apprenticeship at TOGO

I am currently pursuing an online education in game design at TOGO.

- Game Analyzing · Game Design · GDD · PDD · Game Testing

07/2023

04/2023

### Game Developer Apprenticeship at Navras Academy

Currently having an online education for Unreal Engine at Navras Academy.

- Unreal engine 5 · Twinmotion · Blueprint · Game Design · Level Design

08/2023

## TECHNICAL SKILLS

Game design principles and mechanics



Game Engine (Unreal & Unity)



GDD (Game Design Document)



C# (OOP)



Database Management (SQL)



Adobe Photoshop, AE, Premiere



MS Office Applications



## SOFT SKILLS

Willingness to Learn | Analyzing | Communication  
Creativity and imagination | Documentation | Feedback |  
Teamwork | Adaptability | Self-motivation | Googling &  
Searching | Problem Solving

## MY REFERENCES

Ahmet Çetinli - HOGO Games Founder  
<https://www.linkedin.com/in/ahmetcetinli/>

## MY PROFILE

I'm a dedicated and highly motivated game developer with a great passion for games. As a passionate gamer, I have spent countless hours playing a wide variety of games, analyzing their mechanics and imagining how I would improve them and how can I create games like these. I have spent countless hours learning about game development, game engines, game design principles and mechanics. I wanted to see game development steps from different angles. I have taken several courses, joined bootcamps, read books and watched online tutorials to gain a solid foundation in the field. Every day, I am improving myself more and more in this field.

## EDUCATIONS

### 2022 - Present in Istanbul University

Management and Information Sys. | Bachelor D.  
• Second University

### 2013 - 2018 in Halic University

Computer Engineering | Bachelor Degree

- I developed an escape room puzzle game on Unity Engine with C#

## MY CERTIFICATES

### LinkedIn

- 2D Game Design and Development Essential Training
- Game Design Foundations: 1 Ideas, Core Loops, and Goals

### BTK Akademi

- Hypercasual Fundamentals

### ATILIM Computer Club

- 2D Game Programming with Unity

### Basaksehir Living Lab

- Game Development Bootcamp

### Techcareer.net

- C# Back-End Bootcamp

