BURAK TEKİN

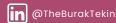




TheBurakTekin@gmail.com



Eyüp/Istanbul



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. SOL. JS

COURSES, TRAININGS

O23 Game Developer Apprenticeship at Panteon Games

Currently having an online education for Unity at Panteon.

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

04/2023 Game Designer Apprenticeship at TOGO

0.7/2023 I am currently pursuing an online education in game design at TOGO.

• Game Analyzing · Game Design · GDD · PDD · Game Testing

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

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/



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



