

Can Berk Sahin

CV

07534607404 • Location - UK, London • Canberksahin97@gmail.com
Portfolio - <https://canberksahin.com/>

EXPERIENCE

Creative Developer

Feb.. 2024 – Present

Dominic Harris Studio. | London, UK

- Optimising pipelines and workflows to enhance productivity and streamline project development.
- Optimising and developing Unreal Engine software for multiple platforms, including Windows and Linux Jetson.
- International travel to exhibitions as a software technician that requires precise quick thinking and problem solving.
- Collaborating with developers, 3D artists, and animators to execute innovative and visually stunning Artworks, contributing as a key team member.
- Collectively pushing boundaries of real time interactive artworks through the use of new technologies.
- Preservation of old Unity3D based artworks and upkeep + adjustments for specific client sales.
- Primary developer responsible for certain large scale interactive/immersive international projects.
- Technical on the spot problem solving during remote/on-site client support calls.

Junior Unity Developer

Jan. 2022 – March.2024

- Making enhancements to existing Unity based Artworks and code base pre 2017.
- Applied AI and UE4 (Blueprints) to create real-time collages with 13,000 butterflies using advanced colour theory techniques.
- Developed WebGL/Mobile interactive artwork using Unity for the collaborative Metamorphosis Unicus project.
- Implemented life-sized immersive projection mapping and real-time skeleton body tracking for Snow White & 7 Dwarfs, utilising Unity's advanced features.
- Demonstrating a good understanding in UE4/UE5 procedural artwork creation using blueprints and the Niagara system.
- Provided quality assurance and hardware support for new and existing artworks, showcasing strong problem-solving abilities.
- Conducted extensive R&D on real-time cloth simulations in Unity and Unreal Engine.
- International travel as on site developer and technologist for client commission installation of real time 16 metre digital artwork requiring on site - software adjustments/problem solving/ intricate detailed fibre and cable wiring.

Technical Artist Intern & Programmer

May. 2021 – December 2021

Fireslug Studios | "Project Ashborn" | London, UK

- Led the development of lighting systems and particle effects, significantly enhancing game atmosphere and visual quality.
- Fixed shading bugs on character emissions, ensuring high-quality rendering.
- Collaborated with artists, creative directors, and technical engineers to ensure efficient project execution.
- Utilised advanced C# scripting for main menu navigation, gameplay mechanics, and animation sequences.
- Optimised UI and post-processing stack to improve overall performance and user experience.
- Managed combat beta releases, implementing regular fixes and visual updates to ensure polished gameplay.
- Led the overhaul of the health system UI to match specifications and concept designs, showcasing UI design and implementation skills.

Indie Game Development

Feb. 2021 - April. 2021

Rapid Ideation project | "Actions Have Consequences" – Falmouth University

- Independently developed a highly successful 2D platformer using Unity3D within a limited timeframe.
- Designed and implemented core gameplay mechanics, level design, optimization, asset creation, and sound design.
- Achieved 1400+ downloads on itch.io since April 2021, demonstrating the game's popularity and appeal.

EDUCATION

Falmouth University | Master of Arts in **Game Development - (65%) Merit**

Jan 2020 - Jan 2023

Brunel University | Bachelor of Science in **Computer Science - 2.1 classification**

Sep. 2017 – July 2020

- College of Engineering, design & Physical Science (CEDPS) academic excellence Scholarship Awarded all 3 years.

SKILLS

C# .NET API, Java, Python, HTML5, SQL, R, Unity3D, Version Control (Git, Plastic), Visual Studio code, OOP, | Windows OS| Mac OS | Linux OS | Microsoft Office | Adobe Photoshop | Blender | Adobe After Effects | Sony Vegas Pro | Unreal Engine 4 & 5

References available upon request.