**Can Berk Sahin**

**CV**

07534607404 ● Location - UK, London ● Canberksahin97@gmail.com

Portfolio - https://canberksahin-io.github.io/

**EXPERIENCE**

**Technical Artist Intern & Programmer** May. 2021 – Present

Fireslug Studios | “Project Ashborn”

* + Development Lighting overhaul – Created a lighting system to set the mood to the game and added particle effects to interactable objects.
  + Fixing shading bugs on emissions and shaders to fit new lighting system.
  + Collaborating with Artists, creative directors, and technical engineers through a handful of meetings per week to ensure workload is being handled correctly for promotional launch.
  + C# scripting for main menu navigation, gameplay, development, and animation sequences.
  + Terrain bug fixes
  + Optimising UI and post processing stack to increase performance issues on Mac build.
  + Combat beta release along with weekly fixes + visual updates

**Game Developer** 2020 - Present

Individual indie game project | “Forgotten Memories”.

Solo Unity-3D story-adventure/exploration indie game with light puzzles. Roles include but not limited to; Level designer, gameplay programmer, scripting, some 3d asset creation, Physics, optimisation, built-in particle system, core gameplay mechanics and sound design.

**Game Developer and designer**  Feb. 2021 - March. 2021

Rapid Ideation project | “Actions Have Consequences” – Falmouth University

* + 2D platformer – Unity3D – Solo developed within 2 weeks for MA game development module.
  + Roles include but not limited to, Core gameplay mechanics, level design, optimisation, asset creation, sound design and implementation.
  + Released on itch.io with 280+ downloads with no marketing

**Game Developer & Dissertation researcher** Sep. 2019 - April 2020

Dissertation project | “Urban Wards” - Brunel University - London

* + Unity3D first person hazard perception serious game.
  + ***Roles include*** Core gameplay mechanics, level design, 3D asset creation, intensive research on audience and problem at hand, written dissertation report (60 pages -15,000 words)
  + Awarded A+ (First)
  + No prior experience of Unity and C# with an 8-month deadline.

**EDUCATION**

**Falmouth University** | Master of Arts in Indie Game Development Expected Jan. 2023

* Part-Time / Flexible Online

**Brunel University** | Bachelor of Science in Computer Science Sep. 2017 – July 2020

* 2:1 classification
* College of Engineering, design & Physical Science (CEDPS) academic excellence Scholarship Awarded all 3 years.
* (Key Modules): Group project Y1, Software design & implementation, Group project Y2, artificial intelligence, cyber-security, Final year project (dissertation), human-computer interaction, usability engineering and networks and operating systems.

**SKILLS**

C# .NET API, Java, Python, HTML5, SQL, Unity3D, Git, GitHub, Visual Studio code, OOP, | Windows OS| Mac OS | Linux Ubuntu | Microsoft Office |

References available upon request.