

CANBERK PITIRLI

C++ DEVELOPER

Contact

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Education

(2015-2019)

High School Diploma with Web Development

Lüleburgaz Mesleki Ve Teknik
Anadolu lisesi
– Kırklareli, Lüleburgaz

(2019-2021)

Associative degree at
Programming,
Balıkesir University
– Balıkesir, Altıeylül

Technical Skills

C++



C#.Net Framework/Core



Python



Java



Linux



Profile

I have 5+ years of experience in programming and game development in Unity and Unreal Game Engines. My other area of expertise is desktop development with C# WPF. Furthermore, I participated several game development teams and, managed a small team.

Projects

C# & C++ Developer

2014

Fatalitech Game Studios – Kırklareli, Lüleburgaz

– 2016

- Fatalitech is an anonymous game development team which is founded by a group of university students,
- Unreal Engine is used for developing the main project,
- The project was released at Steam as Endless Combat which is still available at the store,
- The team has disbanded in 2016.

C# Developer

2020

RubySoft – Kırklareli, Lüleburgaz

– 2021

- RubySoft was created to assist small business with their automation systems,
- RubySoft's first and only project is RubyCafe which is used # WPF to facilitate user interface with its slogan 'Make everything easier'.

Instructor

2021

Uzman WPF Programlama – Udemy

- Industry's demand of WPF developers was the reason of occurrence of the course,
- The course is still available at the Udemy.

Languages

Turkish

- Native language

English

- Advanced in both comprehension
- Fluency in Speaking
- Advanced in writing

German

- Elementary in all skills

Certificates

The Complete Unity Indie Game Developer Certificate

Udemy – 14.07.2020

C# With Layered Architecture Certificate

Udemy – 23.07.2020

Complete C++ programming from C++ Basics to Advanced C++ Certificate

Udemy – 28.09.2021

Unreal Engine C++ Developer: Learn C++ and Make Video Games

Udemy – 6.10.2021

Unreal Engine C++ Shooter game

Stephan Ulibarri – 11.07.2022

Hobbies

Reading/Writing books and articles, Playing violin, Playing tennis, Playing video games, Solving complex problems, Researching for new features in software industry

Other Skills

- Easily Solving Problems
- Strong knowledge of OOP
- Adaptability to agile methodologies
- Adaptability to work environment
- Strong Work Ethic
- Time Management
- Critical and analytical thinking
- Understanding the most of game programming design patterns