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# Birkan Ates

Game Programmer

## ABOUT ME:

I'm a very positive and happy person that have studied different kinds of coding since 2018, starting with C# and Unity in LBS to trying to learn a bit of web development in HTML, CSS and a bit of JavaScript. When I later realised that I didn't want to do web development, I decided to go back to game programming and ended up at Futuregames with the best decision in my life I started refreshing my knowledge of C# and Unity, also learned other stuff such as C++ and Unreal Engine (which I like more now).

## WORK EXPERINCE

### Elgiganten (2023-2024)

#### CHASIER AND A WAREHOUSE WORKER

2023 - 2024

Worked in Operations, receiving products, selling them at the counter, and handling warehouse transactions for the Scandinavian company. Involved in selling products and managing them in the warehouse.

### Something that will come up later

#### SOMETHING THAT CAME UP AND MY POSITION

YEAR - YEAR

bla bla bla bla

## EDUCATIONS:

- Technology, Game Development (2018 - 2021)
- Staff Assistant, Leadership Soldier (2021 - 2022)
- Technical Preparatory Year (2022 - 2023)
- Web Development (2023 - 2024)
- Game Programmer (2024 - 2026)

## FEEL FREE TO CONTACT:

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[My portfolio](#)

LinkedIn: [Birkan Ates](#)

## DRIVERS LICENSE

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## SKILLS: HOBBY/INTEREST:

- C#
- Unity
- C++
- Unreal Engine
- Perforce
- [Github](#)

- Coding
- Gaming
- Art
- Climbing
- Swimming
- Music

- Jira
- Teams
- Slack
- Miro
- [Discord](#)

## EDUCATIONS

### Game Development (2018-2021)

#### LEARNING GAME PROGRAMMING AND DESIGN IN LBS TECHNOLOGY PROGRAMME

High school education focused on programming in Unity using C# coding. Learned to design my own games and level design. Also gained insights into how computers and technical devices operate.

### Web Development (2023-2024)

#### LEARNED WEB DEVELOPMENT IN LULEA UNIVERSITY

Developed skills in web development, design and programming in HTML and CSS, familiar with these different coding skills.

### Game Programming (2024-2026)

#### DEVELOPED MORE CODE EXPERIENCE WITH C# AND C++ IN FUTUREGAMES

Learned how to work in the industry more and evolved my skills to work on bigger projects with bigger teams.