Harun Yahya Akbulut
Digital Craftsman (Developer/Artist)

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SELECTED PROJECTS

Bevy Shooting Range
This is an FPS shooting range game I made with Rust using Bevy game engine. Except gun models, I made the whole weapon mechanics and animations. I developed this game with agile and prototype methodology, and still developing.
-> github.com/HasChad/bevy-shooting-range

First Person Hopper
2D FPS game made with Rust using Bevy game engine. I made this game for understanding and learning Bevy engine and it helped me a lot. Game inspired from LONEWOLF - "Kick Ups Pistol" game mode. I drew the assets including M4 (rifle) and hand.
-> github.com/HasChad/first-person-hopper

Unity Space Game (GameJam)
This was a gamejam project that I worked with 4 people. I was both artist/animator and software developer in this gamejam project. Project took 2 months to complete and I learned how to work with a team.

Macro-Sand
Falling sand game made with Rust using lightweight game library Macroquad. I learned a lot while making this game. I'm still developing this project and plan to complete according to my goals and plans.
-> github.com/HasChad/macro-sand

DiscoBird
This game is a FlappyBird clone made with Rust using lightweight graphics library Macroquad.
-> github.com/HasChad/disco-bird

CERTIFICATES

Google - Game Development with Unity

Google - Application Development with Flutter

Google - English for Software Developers

Google - Entrepreneurship

Coursera - Google Project Management Professional Certificate

CCNA: Introduction to Networks

Udemy - C Programming Bootcamp

SKILLS

Programming Languages
C, C#, Rust, Dart

Libraries, Frameworks & Engines
Unity Engine, Godot Engine, Bevy Engine, Flutter, SDL, WebGPU, Macroquad

Tools & Platforms
Linux, Git, Github, VS Code

Art
Clip Studio Paint and Krita for 2D drawing and animation, Aseprite for pixel art

Languages
Turkish / Native
English / Advanced
Russian / Beginner

EDUCATION AND EXPERIENCES

Istanbul Technical University
Engineering
2019 - Present

Google Game and Application Academy
Scholar
2022 - 2023
It was a period in which I learned project development with Unity and Flutter at a professional level, experienced project management with 2 active projects, and worked in teams mainly on design and software.

INTERESTS

Game engine development, creative coding, reading, working out, calisthenics, skateboarding, drawing, making animations, Half-Life and DooM.