



Harun Yahya Akbulut

I have a strong passion for programming and game development, constantly striving to expand my knowledge by exploring new programming languages and game engines and I have just started learning Godot game engine recently. This pursuit allows me to enhance my skills and gain a comprehensive understanding of diverse approaches to game development. Additionally, I possess a keen interest in drawing and animation, which enables me to create my own sprites whenever I embark on a game development project.

EDUCATION AND EXPERIENCES

Engineering

Istanbul Technical University

2019 - Present

Scholar

Google Game and Application Academy

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.

CERTIFICATES

Google - Game Development with Unity

<https://verified.certifier.com/en/verify/58201209505035/?ref=email>

Google - Application Development with Flutter

<https://verified.certifier.com/en/verify/82438465919433/?ref=email>

Google - English for Software Developers

<https://verified.certifier.com/en/verify/36234657519671/?ref=email>

Google - Entrepreneurship

<https://verified.certifier.com/en/verify/29546509049912/?ref=email>

Coursera - Google Project Management Professional Certificate

<https://coursera.org/share/893c7058b28f7432c6e043b36617fd8d>

Udemy - C Programming Bootcamp - The Complete C Language Course

<https://www.udemy.com/certificate/UC-e77622a7-5ceb-48c9-ba93-9099ea8ac567/>

CCNA: Introduction to Networks

https://www.credly.com/badges/9bfdbb65-0b25-455b-9705-0f3ce48d9205/public_url

PROJECTS

Bevy Shooting Range

This is an FPS shooting range game I made with Rust. Except gun models, I made the whole weapon mechanics and animations. Moreover, with agile and prototype methodology, I developed and still developing.

<https://github.com/HasChad/bevy-shooting-range>

Unity Space Game (GameJam)

This was an 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.

You can check out more from github.com/HasChad

SKILLS

Software Development:

- C
- C#
- Rust
- Dart
- Flutter

Game Development:

- Unity Engine
- Godot Engine
- Bevy Engine

Additional:

- 2D Art / Drawing
- 2D Animation
- Game Engine Development
- Linux

Hobbies:

- Exercising
- Pixel Art
- Reading Books

LANGUAGES

Turkish / Native
English / Advanced
Russian / Beginner

CONTACT

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