

Ankara, Türkiye

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Harun Emrecan Karabağ

Computer Engineer

Unreal Engine | Unity | C# | Kotlin | Java | React

SUMMARY

Computer Engineering graduate (Erciyes University) focused on **game development**. I specialize in **Unreal Engine** and **Unity**, and also build products with **Kotlin** (mobile) and **React** (web). I actively develop projects and take advanced courses to sharpen skills in gameplay programming, systems design, and real-time development.

SKILLS

Game Engines	Unreal Engine, Unity
Programming	Gameplay Programming, Systems Design
Languages	C#, Java, JavaScript, Kotlin
Mobile & Web	Android (Kotlin), React
Backend	ASP.NET Core, EF Core, Clean Architecture
Tools	Git/GitHub, Figma
Management	Project Management, Team Management

LANGUAGES

Turkish – Native

English – Intermediate

CERTIFICATES

🌟 More C# Programming and Unity

EDUCATION

Erciyes University — B.Sc. Computer Engineering 2020 – 2025
GPA: 3.00 / 4.00

Hacettepe University — M.Sc. Computer Animation and Game Technologies 2026 – Present

EXPERIENCE

Co-Founder Dec 2025 – Present

Fiction Technology Studios — Ankara, Türkiye (On-site)

- Co-founded an indie studio; contributed to planning, task tracking, and delivery across ongoing products.
- Developed a **Kotlin**-based mobile application and implemented features/flows as part of the product roadmap.
- Built and maintained the studio website using **React**; improved UI, content structure, and deployment workflow.
- Coordinated team workflows and project timelines; supported day-to-day execution and communication.

Intern Software Engineer Jul 2025 – Aug 2025

Erciyes University Information Technology Department — Kayseri

- Built the **Personnel Directory** system from scratch using **ASP.NET Core 8**, **EF Core**, and **Clean Architecture**.
- Implemented a secure **role-based admin panel** and documented APIs with **Swagger**.
- Integrated fast search with **Elasticsearch 8.x** and delivered a responsive UI using **Bootstrap 5**.
- Applied **CQRS/MediatR**, Repository, and DI; used **AutoMapper** and **FluentValidation**.

Hardware Engineering Intern Jul 2024 – Aug 2024

Fotonik Teknoloji A.Ş.

- Designed/improved hardware components; conducted tests and performance analyses.
- Contributed to troubleshooting and technical documentation in team projects.

2247-C STAR Research Intern Fellow Feb 2024 – Jul 2024

TÜBİTAK (with Asst. Prof. Dr. Saltuk Buğra Selçuklu)

- ☼ C# Class Development
 - ☼ Introduction to C# Programming and Unity
 - ☼ Introduction to Game Design
 - ☼ Meta React Specialization Certificate
 - ☼ Versiyon Kontrolleri: Git ve GitHub
 - ☼ Hypercasual Temelleri
 - ☼ Unity 401
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- Project: *Building an Agent-Based Simulation Model for Electricity Markets Using AI-Assisted Learning, Forecasting, and Optimization Algorithms, and Conducting Market Analyses.*

PROJECTS

Delivery Driver

[GitHub](#)

Unity 3D delivery game (in development): play as a courier and deliver orders to different locations across the city.

Movidle Game

[GitHub](#)

A random film from the IMDB Top 250 is selected; players guess film details with feedback via color-coded correctness.

Flag Quiz

[GitHub](#)

Android flag-guessing game using Unity2D & C#; pulls names/codes from Firebase, loads images, records high score.

Platform

[GitHub](#) [Itch.io Demo](#)

Unity-based 2D platformer with 10 levels; goal: overcome obstacles and collect 30 stars.

VOLUNTEER WORK

Okul Destek Derneği — Volunteer Instructor

I support middle school students in mathematics: boosting interest, developing mathematical thinking, and tracking progress.