

Ankara, Türkiye

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# Harun Emre Can 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  
GPA: 3.00 / 4.00

2020 – 2025

**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

- Project: *Building an Agent-Based Simulation Model for Electricity Markets Using AI-Assisted Learning, Forecasting, and Optimization Algorithms, and Conducting Market Analyses.*

## PROJECTS

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### 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

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### Okul Destek Derneği — Volunteer Instructor

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