

# Kaan Karamese

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## EXPERIENCE

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### The Probability

Unity Game

- I designed and developed a 2D game in Unity as a school project to teach the concept of probability. The game is set in a mansion where the player needs to inspect evidences and use probability to find the murderer. Implemented interactive gameplay mechanics, intuitive UI, and a captivating storyline to engage players and promote learning.
- Key technologies: Unity, C#

### Portfolio Website

My Personal Website

- I built a personal portfolio website from scratch using HTML, CSS, and JavaScript. The website showcases my projects, skills, and experience.
- Key technologies: HTML, CSS, JavaScript

### Advice Generator

Frontend Mentor Challenge

- I developed a single-page application using React that fetches a random advice from an API and displays it to the user. Implemented asynchronous API calls and error handling to ensure smooth user experience.
- Key technologies: React, JavaScript, HTML, CSS, API

## EDUCATION

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### Bogazici University

September 2018 – June 2023

Bachelor's Degree, Computer Education and Instructional Technologies  
Istanbul, Turkey

- GPA: 3.47/4.0
- COMPEC (IT Club) membership in 2020

### Anadolu University

September 2022 – 2024

Associate Degree, Web Design and Coding  
Eskisehir, Turkey

## SKILLS & INTERESTS

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- **Skills:** Turkish (Native); English (Fluent); Portuguese (Intermediate); HTML; CSS; JavaScript; React.JS; Unity; SQL; Responsive Web Design
- **Interests:** Fitness; games; history; swimming; game dev; technology