

Kaan Kirant

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Professional profile

Creative and technically skilled **Game Developer** with a Master's in **Artificial Intelligence & Data Science** and a Bachelor's in **Computer Engineering**. Experienced in designing and prototyping games using **Unity** and **Unreal Engine**, with a strong foundation in **C++**, **C#**, and **Python**. Demonstrated ability to build engaging gameplay mechanics, contribute to level design, and implement AI algorithms including **A***, **Dijkstra**, and **Genetic Algorithms**. Developed multiple game prototypes and contributed level design to a published mobile title (*Ninja's Dungeon*). Passionate about blending storytelling, interactivity, and intelligent systems to build immersive gaming experiences. Seeking to leverage strong programming and design skills in a junior or graduate-level **game development role**.

Work experience

2020-2021 – Miracle Works Game Studio, Istanbul – Game Developer

Led development of 3 Unity-based game prototypes, contributing to storytelling, gameplay mechanics, and UI implementation. Also handled level design on company's flagship title.

- Designed and prototyped three game concepts using Unity:
 - Defend the Tower* – designed wave-based enemy behavior and balance mechanics
 - Escape Room Puzzle* – scripted puzzle triggers and interactions
 - Cooking Simulator* (inspired by *Overcooked*) – built ingredient interaction system and basic AI
- Contributed to **level design** for *Ninja's Dungeon*, the studio's shipped mobile title, placing collectible systems (coins, keys) to enhance progression and engagement.
- Conducted analysis of over 100 hyper-casual games to identify common mechanics and monetization strategies, informing internal design sprints.
- Applied Agile methodologies using **Jira** and **Trello** to manage sprints and track tasks across the full development lifecycle.

2019 – Bustron Business Software & Electronic, Istanbul – Intern

- Developed a **custom payroll automation system** using **C#** and **WinForms** for a hotel chain with over **7,000 employees**, reducing paper usage by 14,000 sheets/month and saving approximately **2 trees annually**.
- Applied **SOLID principles** and object-oriented design patterns to create maintainable and scalable code architecture.
- Gained hands-on experience with desktop application deployment, local database integration, and debugging large-scale employee data systems.

Education and qualifications

2023–2024 – Bournemouth University – MSc Data Science & Artificial Intelligence

- Mentored by **IBM** on my final project, where I developed a video game using Unreal Engine to improve their SkillsBuild program and research the effects of gamification.

2016–2021 – Istanbul Commerce University – BSc Computer Engineering

- Developed a video game where I used algorithms such as Depth First Search, Breadth First Search and A* algorithm for my final project.

Other Experience

2021–2023 – Datawords, Freelance Translator, Remote/France

- Worked both as a translator and proof-reader.
- Worked with prestigious companies such as Cartier, Van Cleef & Arpels and Avene.

2024–Present – AFC Bournemouth, Matchday Steward, Bournemouth

- Improved communication and customer service skills.

Awards and recognition

- Unreal Engine 5 C++ The Ultimate Game Developer Course – Udemy, 2024
- Artificial Intelligence Fundamentals – IBM, 2024
- Unity: Beginner to Advanced - Complete Course – Udemy, 2021

Publications

- A Comparison among Machine Learning and Deep Learning Approaches for Text Classification
-<https://osf.io/preprints/psyarxiv/4u2dh>

Additional Skills

Game Development

- **Unity (C#)** – gameplay scripting, UI systems, prefabs, physics
- **Unreal Engine (Blueprints & C++)** – gameplay mechanics, gamification tools, AI behaviors
- Gameplay Prototyping, Level Design, Object Interaction, UI Implementation
- AI Algorithms – A*, Dijkstra, Genetic Algorithm, Particle Swarm Optimization
- **Game Architecture** – State machines, Event-driven programming, OOP

Tools

- **Version Control:** Git, GitHub
- **Project Management:** Jira, Trello (Agile/Scrum experience)
- **Game Dev Tools:** Lua, SDL2, SFML, Unity Animator, NavMesh
- **Database:** SQL (basic), JSON handling

Programming Languages **C++, C#, Python, Java, C**

Languages Advanced written and spoken English, fluent in Turkish and currently learning French and Japanese.

References

References available upon request.