



# Karahan KARA

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## ABOUT

I see software development not only as a job, but also as a tool that makes my work easier in my daily life. I spend my leisure time writing bots for games and developing mini applications. The fact that software can be used in all areas of life excites me. It also increases my passion for discovering new technologies.

## EDUCATION

2015 - 2021 Selçuk University  
Faculty of Engineering, Computer Engineering (2,93)

## LANGUAGES

- Turkish: Native  
- English: Intermediate

## WORK EXPERIENCE

- **May 2023 - Currently**

**Game Developer - Charmy**

- **October 2022 - March 2023**

**Game Developer - Supergears GAMES**

I have contributed to the development of Racing Kingdom, an online drag racing game. I made enhancements to UI systems and gameplay mechanics. We utilized Addressable, Firebase, and PlayFab in the project.

- **March 2022 - August 2022**

**Game Developer - Dalak Games**

I have been involved in the development of numerous hypercasual games using the Unity ECS (Entity Component System) framework.

- **July 2021 - March 2022**

**Unity Developer - Reo-Tek Yazılım Ltd. Şti.**

I have developed applications for numerous museums using Unity and Python for image processing.

## SKILLS AND QUALIFICATIONS

- Unity, ECS, AR, VR
- Addressable, Firebase, Code and Scene Optimization
- C#, Python
- GIT, Touch Designer
- Mobile / Desktop game and application development
- Image processing
- Quick learner, highly motivated, follow-up and use of new technologies

# PROJECTS

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## - Trash Fishing - GAME KRAFTER

**Technologies:** Unity

**Description:** A hypercasual style, database-controlled 2D garbage collection game.

**Link:** <https://play.google.com/store/apps/details?id=com.gamekrafter.trashfishing>

## - Kiss My Car - CHARMY

**Technologies:** Unity

**Description:** A 2D puzzle car racing game has been developed.

**Link:** <https://play.google.com/store/apps/details?id=app.charmy.kissmycar>

## - WordMe - CHARMY

**Technologies:** Unity

**Description:** A word prediction-based multiplayer mobile game.

**Link:** <https://play.google.com/store/apps/details?id=app.charmy.wordme>

## - Racing Kingdom - SUPERGEARS GAMES

**Technologies:** Unity

**Description:** Developing racing game mechanics / UI systems

**Link:** [https://www.youtube.com/watch?v=\\_vwQ8mGFTJc&ab\\_channel=SuperGearsGames](https://www.youtube.com/watch?v=_vwQ8mGFTJc&ab_channel=SuperGearsGames)

## - Impostor - DALAK GAMES

**Technologies:** Unity

**Description:** Developing a puzzle game with Unity ECS.

**Link:** <https://apps.apple.com/us/app/impostor/id1631323601>

## - BallaB - DALAK GAMES

**Technologies:** Unity

**Description:** A runner type hyper casual game that I contributed to the development with Unity ECS.

**Link:** <https://apps.apple.com/us/app/ballab/id1619342196>

## - Swing Blade - DALAK GAMES

**Technologies:** Unity

**Description:** Developing a hyper casual game by using my own physics system with Unity ECS.

**Link:** <https://apps.apple.com/us/app/swing-blade/id1617246067>

## - ROBOTSAN Project

**Technologies:** Unity, WebGL

**Description:** It is a project that aims to teach programming with flowchart to primary, secondary and high school students. OOP was used extensively in the project.

## - Hexapod - Amasya Museum

**Technologies:** Unity

**Description:** By transferring the camera movements in the video to the hexapod device, the servo motors were moved and it was aimed for the users to get the feeling of watching a 3D movie.

## - Immersive Room - Çukurova Biyoçeşitlilik Museum

**Technologies:** TouchDesigner, Python

**Description:** Making an immersive room using the windows kinect camera

## - Book Project - Beypazarı Museum

**Technologies:** Unity, Python, UDP

**Description:** Flow Direction algorithm was used with Python. data was sent to Unity via UDP. The book pages have been changed virtually.

## - Preschool Science Education - TÜBİTAK

**Technologies:** Unity, AR, Color Tracking, Image Tracking, Rhythm Similarity Algorithm

**Description:** A project aiming at the cognitive development of preschool children.