



# Karahan KARA

ANKARA - ÇANKAYA

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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

- March 2022 - Currently Dalak Games Bilişim Teknoloji Ticaret LTD. ŞTİ.  
- July 2021 - March 2022 Reo-Tek Yazılım Ltd. Şti.

## SKILLS AND QUALIFICATIONS

- C#, Python, Java
- OOP, Data-oriented
- Unity, AR, VR, GIT, Touch Designer
- Image processing.
- Mobile / Desktop game and application development.
- Quick learner, highly motivated, follow-up and use of new technologies

## PROJECTS

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### - Impostor - DALAK GAMES

**Technologies:** Unity

**Description:** Developing a puzzle game.

**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.

**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.

**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.

### - Zozorotti (2020)

**Technologies:** Android Studio, Java, Firebase

**Description:** English vocabulary learning app for kids. The project I developed during my internship at Türksat institution.

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