



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	Charmy
- October 2022 - March 2023	Supergears GAMES
- March 2022 - August 2022	Dalak Games
- July 2021 - March 2022	Reo-Tek Yazılım Ltd. Şti.

SKILLS AND QUALIFICATIONS

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

PROJECTS

- Racing Kingdom

Technologies: Unity

Description: Developing racing game mechanics / UI systems

Link: https://www.youtube.com/watch?v=_vwQ8mGFTJc&ab_channel=SuperGearsGames

- 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>