Karahan KARA

ANKARA - ÇANKAYA

Mobile	:	+905069167526
E-Mail	:	karahannkaraa1@gmail.com
LinkedIn	:	www.linkedin.com/in/karahan-kara
Github	:	https://github.com/KarahanKARA

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
B.Sc., Computer Engineering (2,93)

LANGUAGES

- Turkish: Native
- English: Intermediate

WORK EXPERIENCE

- May 2023 - Currently   **Game Developer - Charmy**

I developed the multiplayer 'WordMe' game using sockets and APIs. In addition, I single-handedly managed the entire development process of a 2D puzzle-style game titled 'Kiss My Car', for which I created my own vehicle and game physics.

- October 2022 - March 2023   **Game Developer - Supergears GAMES**

I have contributed to the development of Racing Kingdom, an online drag racing game. Game menu systems were coded, vehicle physics enhanced with a focus on achieving realistic behavior, scene optimizations were carried out, code optimizations executed, and extensive code and performance testing conducted

- 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. I single-handedly coded and completed games such as 'Impostor', 'BallaB', and 'SwingBlade', and also provided software support for the production of hit titles like 'Tiny Cook' and 'Pull it Down'.

- July 2021 - March 2022   **Game Developer - Reo-Tek**

I have developed numerous interactive projects for various museums using Unity. Besides Unity, I utilized Python to facilitate communication via UDP between devices required by the project, such as cameras and microphones, in the Unity client, creating many projects that allow human interaction

SKILLS AND QUALIFICATIONS

- Unity, ECS, AR, VR, GIT
- Quick learner, highly motivated, follow-up and use of new technologies

PROJECTS

- 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, vehicle physics and UI systems
Link: https://www.youtube.com/watch?v=qBfKHaYfkbE&ab_channel=RacingKingdom

- Impostor - DALAK GAMES
Technologies: Unity
Description: Developing a puzzle game with Unity ECS.

- BallaB - DALAK GAMES
Technologies: Unity
Description: A runner type hyper casual game that I contributed to the development with Unity ECS.

- Swing Blade - DALAK GAMES
Technologies: Unity
Description: Developing a hyper casual game by using my own physics system with Unity ECS.

- **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.