Doğukan Karabıyık

Game Developer

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Portfolio: https://nosiferum.github.io/

A passionate and dependable game developer who has experience in different game engines and programming languages.

Work Experience_____

May. 2022 – Oct. 2022   Game Developer, Twenty Games – Ankara, Turkey

- Worked as a developer on various hyper-casual projects varied from simple puzzles to racing games.
- Contributed to the creative process of the games.

Further Skills_____

Technical Languages: C, C++, C#, Java, Kotlin

Frameworks: Unity, Unreal Engine

VCS: Git, GitHub, SourceTree, PlasticSCM

Operating Systems: Windows, Linux (Ubuntu), MacOS

Language abilities: Turkish(Native), English(C1), Japanese(N3), German(B2), French(B1)

Personal Skills: Time Management, Leadership, Communication, Teamwork, Problem Solving

Education_____

2017 – 2021   BSc Software Engineering, Izmir University of Economics – Izmir, Turkey

2019 – 2020 (Erasmus Student) BSc Software Engineering, Vilnius University – Vilnius, Lithuania

2016 – 2017 (Study Abroad)   BSc Software Engineering, FH Aachen University – Aachen, Germany

2012 – 2016   Gölbaşı Anatolian High School – Ankara, Turkey

Personal Projects_____

Multiplayer Card Game

•   Structured multithreaded, thread safe, synchronous, and multiplayer gaming environment

•   Designed in UML and implemented in Java/JavaFX

•   Successfully implemented encryption/decryption and database system

Action-RPG Game

•   Built action-packed hack&slash RPG game in Unity

•   Developed AI patrolling, AI chasing, weapon selection, level, stat, save/load and multiple level systems

•   Successfully implemented thread safe algorithms to prevent race conditions

Multiplayer TPS-Arena Game

•   Constructed synchronous multiplayer lobby and gaming environment

•   Developed in Unity's deprecated multiplayer system

•   Successfully implemented synchronous movement, shooting and name changing systems

Awards_____

Jun 2021   **1st place in the "Game, Entertainment and Education" Category**

                 We -Graduation Project Team- had the honor of achieving first place in the
                 "Game, Entertainment and Education" category, which took place in the event
                 "Genç Beyinler Yeni Fikirler" with our game project called "To See You One More
                 Time"