Doğukan Karabıyık

Software Engineer

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A passionate and dependable software engineer who has experience in different frameworks 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#, Python, HTML, CSS, JavaScript, Java, Kotlin, MySQL

Frameworks: Bootstrap, Unity, Unreal

VCS: Git, GitHub, SourceTree, PlasticSCM

Operating Systems: Windows, Linux (Ubuntu), MacOS

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

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

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"