

Arif Berat Orhanlar

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ABOUT ME

I have been working with software for 2 years, I have a command of the middle C# and basic Python languages and I aim to advance in this field. I am intensely working on improving myself in every area, from mastering game development and game engines to the process of publishing a game on platforms from its very beginning. I am turning my dream games into reality. In short, I have a command of every area in the game section, from 0 to the end.

EXPERIENCE

- Mastery of all areas of the UNITY Game Engine
- Solution for frequently encountered errors
- Generating revenue from the game, ad integration
- A background in creating all types of games, especially 2D
- Teamwork

SKILLS

- C#
- Python
- Unity Game Engine
- Debugging
- SDK

PROJECTS

Merge League

Merge League is a 2D mobile puzzle game that I have finished developing. In the game, which I developed by taking inspiration from the puzzle games that have been very popular in recent times, I aimed for it to be simple but retentive for the player.

[LINK](#)

EDUCATION

Nisantasi University

Computer Programming / 2024 -

Github:

<https://github.com/Orhanlarif>

Linkedin:

<https://www.linkedin.com/in/arif-berat-orhanlar-47b434313/>