

# Arif Berat Orhanlar

Istanbul  
Age: 19

INTERN-JUNIOR GAME DEVELOPER

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## ABOUT ME

I have been working in software development for approximately 2 years, with a primary focus on game development. I have intermediate-level knowledge of C# and Python, as well as intermediate-level experience with HTML and CSS. I actively work on improving my skills in Unity, game mechanics, debugging, and the overall game development process. From concept to deployment, I am highly motivated to learn and grow in every stage of game production, including publishing and monetization. I am passionate about turning my game ideas into real, playable projects.

## 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
- HTML-CSS

## PROJECTS

### Merge League - Merge Balls

Merge League – Merge Balls is a 2D mobile merge puzzle game developed using Unity and C#. The game features core merge mechanics, physics-based interactions, and intuitive touch controls designed for mobile devices. The gameplay focuses on simplicity, progression, and player retention. The project was fully developed and published, reaching over 130 organic players.

[LINK](#)

## EDUCATION

### Nisantasi University

Computer Programming / 2024 - 2026

**Github:** <https://github.com/Orhanlarif>

**Linkedin:** <linkedin.com/in/arif-orhanlar-47b434313>

**Website** <https://ariforhanlar.vercel.app>