

Bahadır Üçyıldız

Game Developer

PHONE

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EMAIL

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LINKS

[Github](#), [LinkedIn](#)

01 PROFILE

I'm a passionate game developer with 2+ years of mobile/pc development experience.

I have developed several hyper casual/casual/midcore titles for Midquest Games.

I also worked on Overrun Survivors from its ideation stage to the final product available on Steam.

I strive to expand my knowledge of software architecture design, SOLID design principles, C# coding standards, and various design patterns, aiming to enhance my ability to write better-designed and optimized code

02 EMPLOYMENT HISTORY

Jul 2021 — Aug 2023

Game Developer at Midquest Games

Please refer to my linkedIn page for details

Aug 2020 — Sep 2020

Game Development Intern at Flamingo Game Studio

Please refer to my linkedIn page for details

03 EDUCATION

Jun 2017 — Jul 2021

Istanbul

Istanbul University Cerrahpasa

Computer Engineering

04 SKILLS

C#

Unity

Design Patterns

Object-Oriented Programming (OOP)

Software Architecture

Version Control (Github / Plastic)

Naming Conventions

SOLID

05 LANGUAGES

English

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Turkish

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