

UMUT MUSLIHOGLU

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www.github.com/umutml 

Self-taught game developer. I am teaching and learning many things myself every day. Eager to learn and self-driven. I spend 10+ hours everyday in this pathway mostly more than this. If I have to describe myself, I am a fast learner and very curious person. I have made many clone games for learning. I am also working on a game as an indie developer called "Hit the Gym".

Skills

- C# Programming
- Unity Engine
- Coded Development Testing
- Code Optimization
- Game Prototyping
- Object Oriented Programming
- Gameplay Programming
- User Interface Programming

Experience

DECEMBER 2022

Intern / DODO Game – Istanbul

I studied and worked for 3 months and improved myself in many subjects. Making prototype games finishing tasks and developing clone games for learning.

Computer Technician / Gold Computers – Tekirdag

2014-2016

Computer notebook maintenance and repair. System setup and customer support.

Certificate

NOVEMBER 2022

Unity Junior Programmer

Languages

English – Professional working proficiency

Turkish - Native