

BATUHAN ERDİN

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-Türkiye

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GAME DEVELOPER

Innovative Game Developer with 5 years of experience in the gaming industry. Proficient in VR simulations , PC games and game design principles. Proven track record in developing and optimizing game systems. Engaged in various game and VR simulation projects. Actively participated and made award-winning contributions in numerous game jams. Passionate about crafting games with innovative gameplay mechanics, enhancing skills through exploration of emerging technologies.

KEY COMPETENCIES

-Unity (+5 year)

-C# , C++

-VR Development

-Game Performance Optimization

-Problem Solving

-Object Oriented Programming

-English(C1)

PROFESSIONAL EXPERIENCE

Peilabs LLC

Intern Game Developer

JULY 2023 - AUGUST 2023

During my internship, I focused on developing new game mechanics for 3D games and VR Simulations.

Peilabs LLC

Part-Time Game Developer

AUGUST 2023 - PRESENT

I played an active role in the design and development of mechanics for diverse projects, ranging from 2D and 3D games to VR simulations. I developed innovative gameplay elements and maintained game systems. Additionally, I focused on optimizing existing mechanics and introducing new gameplay features.

EDUCATION

Uludag Universty

Computer Engineer 2020 - 2024

ACHIEVEMENTS

Global Game Jam 2024 (Innopark Konya)

1st place award

EXTRACURRICULAR ACTIVITIES

Robotics Automation Society

VICE-CHAIRMAN OF RAS

IEEE Bursa Uludag University Student

Harmonia Games - KargaKarga Gamejam 2023

2nd place award