

# Batuhan Sarihan

+90 507 362 6677  
linkedin.com/in/batuhansarihan  
<https://github.com/bbatus>  
[batuhan.sarihan@hotmail.com](mailto:batuhan.sarihan@hotmail.com)

## Personal Information

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Date of birth	25.06.2001
Place of birth	Istanbul, Turkey
Nationality	Turkish

## Intern Experience

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### AWS Cloud Developer

08/2023 to Current

#### Miuul / Bootcamp Participant

- Learning AWS Cloud Services.
- Integrating to Unity with AWS.

### GAME DEVELOPER

03/2023 to 07/2023

#### Any Game Labs

- Developed 2D and 3D games for Android and IOS.
- Created sample hypercasual games with C# and Unity3D Game Engine.
- Collaborate closely with Product Managers and Game Artists.
- Experienced Multiplayer Game with Photon Engine.

### GAME ENGINE DEVELOPER

#### Gamelab Istanbul

05/2021 to 07/2021

- Coordinated with Product Manager and developed Game Engine.
- Managed work with an editor. Like edit window size, UI objects, controls..

- Compiled codes and managed.
- Maintain UI designs and code like navigation bar, buttons, texts.
- Gained 2D game experience with C++.

## Projects

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### Go Platformer Go !

The first of my 2D game was a platformer game. In this game, we have a character who encounters specific challenges on various platforms. The character is capable of shooting when facing with enemies, and the bullet mechanism is implemented using "Object Pooling". Additionally, the character has a dash mechanism, and there are health and score values. If the character collides with an enemy or spikes, the game will restart. By utilizing game sessions, our information will remember even when our health decreases and we restart the game.

### Farming is Funny !

My first 3D game includes a base level, and I implemented level transitions based on user preferences. If triggers are activated, user can drive a truck as a farmer, fly a chicken in a Flappy-Bird style, use a shooting mechanism to kill foxes and protect chicks, or utilize "Navmesh" for enemy "AI Pathfinding" and collect randomly spawned objects using a "Raycast" mechanism to increase score.

### SWAT

In this Top-Down Shooter game you play as a police officer, your goal is to kill all zombies and survive. The game features enemy movement using Navmesh, a shooting mechanism with Raycast, zombie and police animations and bullet mechanism with Object Pooling. The game operates through trigger mechanisms. When you get close to the zombies, they move towards you. Zombies have health values and can be killed after a certain amount of bullets. If you get caught by zombies, game ends.

## Education and Formation

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08/2015 – 08/2019	<b>Bachelor of Highschool</b> Nevzat Karalp Highschool, Denizli, Turkey
09/2019 – 07/2021	<b>Bachelor of Science in Computer Engineering</b> Bakircay University, İzmir, Turkey
11/2020 – 06/2021	<b>English Culture</b>

## Personal Skills and Competences

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Languages	<b>Turkish</b> Native Language <b>English</b> B2, B2+ <b>German</b> A2
Game Developer skills	2D Management, 3D Management, SOLID Principles, Design pattern knowledge, Shooter Game Experiences, Runner Game Experiences, Spawnable Objects, Bullet Mechanism, UI/UX, Materials, Animations
Programming skills	C#, C, C++, Python
Driving license	B type

## Hobbies and Interests

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Computer Games, Fitness, Travelling