





BERKE PARILDAR

berkeparildar@gmail.com

+90 542 465 56 26

Manisa, TR

Portfolio: berkeparildar.github.io 

GitHub: github.com/berkeparildar 

LinkedIn: linkedin.com/in/berke-parildar 

EDUCATION

B.S

Computer Engineering

Izmir University of Economics

September 2019 - June 2023

GPA 3.10

High School

Bornova Anatolian Highschool

September 2014 - June 2018

GPA 89.56

CERTIFICATIONS

- **Unity Game Development Bootcamp**
techcareer 2023
- **Guide to Game Development with Unity**
Udemy 2023
- **Flutter Bootcamp**
Google Developer Group, 2022
- **Python for Machine Learning**
Global AI Hub, 2022
- **Tensorflow Bootcamp**
Google Developer Group, 2022

LANGUAGES

English: Fluent

IEU Proficiency in English Exam: 95.6 / 100

YÖKDİL: 90 / 100

Spanish: Basic proficiency

SUMMARY

Results-driven software engineer with a passion for game development and a strong foundation in programming. Excited to start a career in game development and eager to find the opportunity to demonstrate my dedication and passion for creating memorable and unique gaming experiences. Skilled in C#, Unity Engine, and object-oriented programming principles, with an innovative and creative mindset.

SKILLS

- Programming languages: C#, Java, JavaScript, TypeScript, Dart, Solidity, Python, SQL.
- Unity Engine as Game Development Engine
- Experience with Git version control System.

WORK EXPERIENCE

Computer Engineer Intern

Izmir Chamber of Commerce

July - August 2022

- Successfully developed a dynamic and responsive web page using Angular framework.
- Expanded knowledge and gained valuable work experience in various aspects of software engineering within a professional work environment.

PROJECTS

Fall Parkour

- Developed a multiplayer desktop game using Unity Engine, heavily inspired by the popular game Fall Guys.
- Two players compete in a series of challenging race maps, with the goal of reaching the finish line before their opponent.
- Implemented online multiplayer matchmaking functionality using the Photon Unity Network.
- Designed and created three exciting maps, each with an intuitive and enjoyable gaming experience, featuring a variety of different obstacles and platforms.

Space Gun Run

- Developed a hyper casual mobile game using Unity Engine.
- Implemented a gameplay mechanic where the player controls a moving gun on a platform, shooting obstacles with unique power-ups while collecting chargers to upgrade the gun.
- Created intuitive controls, allowing players to hold and drag the gun horizontally to avoid obstacles and strategically shoot at walls.
- Implemented randomly generated levels gradually increase the difficulty.
- Added banner and rewarded ads using Unity.

Gem Match

- Developed a puzzle mobile game using Unity Engine.
- Core premise of the game is to match at least three gems of the same type vertically or horizontally.
- The game features a grid of colorful gems with six different varieties.
- Implemented a scoring system which rewards the player for each gem in a matching set, and keeps track of the high score achieved.
- Created a challenging time-based gameplay experience, adding excitement and urgency to each match

Freeway Drive

- Developed a hyper casual endless driving game using Unity Engine, where player take control of a going car on a busy freeway and must avoid collisions with other cars by paying attention to their turn signals.
- Implemented realistic freeway environment with randomly generated cars with random movement.
- Players can pick up different power ups that will enhance their driving skills.
- Implemented an ad system using Unity ads, the player can watch an ad to continue where they left off after a crash.
- Players can pick up money in the freeway and use that money to customize their car.