



BERKE PARILDAR

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Manisa, TR

Portfolio: berkeparildar.github.io

GitHub: github.com/berkeparildar

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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

- **Foundations of Project Management**
Google
- **Unity Game Development Bootcamp**
techcareer 2023
- **Guide to Game Development with Unity**
Udemy 2023
- **Game Design from Beginner to Advanced**
Udemy 2023
- **Flutter 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, Swift, TypeScript, JavaScript, Dart, Solidity, 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 inspired by the popular game "Fall Guys" where 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.

Road Cross

- Developed and published a mobile game where players take control of an adventurous chicken attempting to cross busy roads and rivers.
- Implemented an endless level generation system.
- Implemented an efficient object pooling system to manage game elements dynamically to optimize resource usage and improve performance, especially in handling numerous obstacles and environmental elements.
- Implemented high-score tracking functionality.

Picker3D

- Developed and published an engaging mobile game where players control a U or magnet-shaped object, maneuvering it horizontally along a straight road. The goal is to collect various shapes like spheres, cubes scattered across each section and drop them into a designated bin.
- Designed a level generation system where each level is dynamically generated with specific colors, shapes, and obstacles.
- Integrated an efficient object pooling system, dynamically managing obstacles to optimize resource usage and boost overall performance.
- Implemented a progress-saving feature that allows players to resume from the level they previously reached

Freeway Drive

- Developed and published a hyper casual endless driving game, where players take control of a car on a busy freeway and must avoid collisions with other cars.
- Implemented realistic freeway environment with randomly generated cars with random movement. Added strategic depth by enabling players to observe other cars' blinkers for collision avoidance.
- 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.