



## CONTACT ME

İstanbul/Türkiye  
bilgehandk@gmail.com  
[bilgehandk](#)  
[Bilgehan Demirkaya](#)  
+905312700342

## EDUCATION

**Bilkent University**  
Information Systems and Technologies  
2020 - 2025

**Metropolia University of Applied Sciences**  
ICT Summer School - Information Technologies  
3 Week intensive summer program

## SKILLS

Design Patterns  
C#  
Unity  
Version Control Systems (Git)  
Game Monetization (AdMob, Unity Ads)  
React Native  
Node.js  
SQL(PostgreSQL-MySQL)  
Mobile Optimization  
Team Management

# Bilgehan Demirkaya

Mobile Game Engineer

## WORK EXPERIENCE

Mobile Game Engineer Intern Feb 2024-Jul 2024

### Zynga Inc.

During my 5.5-month internship period, I touched a lot of ground at the production level in 101 Okey Plus and Backgammon Plus, like a junior. The most important of these is the integration of the new Localization system into the prefabs in the game, I did a lot of bug fixing in both games. I did a lot of client-based work such as Interstitial AD or Store Sale pop-up development, and new feature development.

Technologies: C#, Unity, Git, JIRA

Software Engineer Intern

Aug 2023-Sep 2023

### MobileAction

I was a full-stack developer, developing front-end and Restful API back-end projects with Vue.js and Java Spring.

Technologies: Vue.js, Java Spring, Git, Axios, Heroku

Game Developer Intern

Jun 2022-Aug 2022

### Barış Kaplan Games

I learned different things about game development. I implement in-purchase-store and ads in-game. Also, I updated the car hyper casual game. I added some levels, new mechanics and cars, an in-purchase store, and an ads system. Also, I made one runner hyper-casual game and a tycoon game.

Technologies: Unity, Plastic SCM, Blender, Google AdMob

Game Developer Intern

Nov 2021-Jan 2022

### Easy Clap Games

I learned C# and Unity fundamentals. I made a sudoku game and learned some technical math for games. Also, I learned GIT, so I saw how he works with his teammates. I also learned how to create a comment line. I contributed to several projects.

Technologies: OOP, C#, Unity, Git

## LEADERSHIP EXPERIENCE

Chairman of Board

Jul 2023-May 2024

IT and Hackathor Coordinator

Jun 2022-Jul 2023

### Bilkent University Young Entrepreneurs Society

I did two years of active membership after I started to manage some subbranches that our organization and Bilkent YES-IT. Now, I am managing open-source projects with teammates. I am a Leader of the community. We are developing a small project via GitHub. I established our community. We are making Hackathor which is a coding marathon. I manage everything such as finding sponsorship, arranging places, and making advertisements on social media accounts. I have been providing corporate communication and communication with investors for 3 years at the Ankara Start-Up Summit. In addition, I have been in the start-up qualifying team for 3 years. I also served as a moderator at the summit.

Budget increased by 100%. There was a 90% increase in participants at the summit. A 55-60% increase in membership was achieved. 35-40% increase in active members. 37 start-ups were brought together with the ecosystem.

## PROJECTS

Here is my project on GitHub:

[Bilgehan Demirkaya - GitHub](#)

## REFERENCES

On available on request.