








CONTACT ME


 Istanbul/Türkiye

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 [Bilgehan Demirkaya](#)

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EDUCATION

Bilkent University
Information Systems and Technologies
2020 - 2025 GPA:3/4

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.