

BLEDA BURAT

Atakan St.,Deniz Apt., no:19/21, Şişli/İstanbul, 34387

☎ (+90) 5062518769 ✉ bledaburat@gmail.com 🌐 github.com/bledaburat97

🌐 bledaburat97.github.io/bleda-portfolio/#/ 🔗 www.linkedin.com/in/bleda-burat-212192183

Education

Bogazici University

Bachelor of Science in Electrical and Electronic Engineering

September 2015 – June 2020

İstanbul, Turkey

Tosçelik Science High-School

September 2011 – June 2015

Hatay, Turkey

Summary

- A former electronics engineer, now a motivated mobile game developer, eager to prove my abilities in a pioneering game company in the industry. I explored various sectors until discovering my true passion for developing games. I skilled in C# and Unity. I actively contributed to the development of one of the most popular puzzle games called "Words of Wonders". Since I have the desire to design new features and mechanics, I have also created a mobile game using C# and Unity.

Projects

Mystery Digits | *Independent Game Project*

- Created a both level-based and multiplayer mobile casual game called "Mystery Digits". This mind game's goal is to find the unknown numbers by guessing.
- Well written code in C#, based on SOLID principles.
- Implemented Model-View-Controller design pattern, which provides the opportunity of running it on different platforms.
- Created animations by using DOTween and post-processing effects.
- Applied dependency injection by using Zenject.
- Used Netcode for GameObjects for multiplayer behaviour.
- The source code and the apk can be reached through [here](#).

Work Experience

FUGO Games

Game Developer

November 2022 – November 2023

İstanbul, Turkey

- Gained experience on casual games by using C# and Unity.
- Improved my knowledge about design patterns, animations and level design.
- Worked on three different games within this company:
- "Words of Wonders": This is one of the most downloaded word puzzle games in the world. I implemented the front-end development of the daily puzzle feature.
- "Solitaire Sunday": I created a level editor algorithm to determine the win rate of each level for level design.
- "Blockbuster": I was responsible from nearly all development stages of this recent, block blasting game.

ULAK Communications

Software Engineer

May 2020 – October 2022

İstanbul, Turkey

- Developed software implementation 5G communication with C++ on the Linux platform.
- Performed unit, regression, and integration testing.

Skills

- Hands-on development experience in C# and Unity.
- Experience with object-oriented design, methodologies and design patterns.
- Familiar with Gtest/Gmock, Atlassian products (Bitbucket, Jira, Git), Agile development environment.
- Knowledge of C, C++ and MATLAB.
- Good communication skills in English and Turkish.

Certificates

English Course Certificate

Kings College

July 2016 – August 2016

Bournemouth/United Kingdom