Bulut Karakaya

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Career Objective

I'm an ambitious gameplay programmer with 10+ years of experience. My focus areas are core gameplay and networking using Unity and Unreal engines. Previously, I was a co-founder/entrepreneur for indie games in Istanbul and currently, I use my expertise in larger teams to create inspiring games in the UK.

Work Experience

July 2018 – Present

Senior Gameplay Programmer – Jagex Ltd, Cambridge, United Kingdom
- Working on an unannounced Action-RPG game using Unreal Engine 4.
- Working on combat loop including player character and AI.
- Collaborating with game designers to on the design requirements and break it down into engineering tasks.
- Creating proposals about maintaining and improving core gameplay systems.

March 2017 – June 2018

Lead Unity Programmer – Digit Game Studio, Dublin, Ireland
- Worked on **Star Trek: Fleet Command**, for IOS and Android using Unity.
- Responsible for creating technical plans and give time estimates for designs.
- Break down plans into implementable chunks and assign it to programmers.
- Have regular meetings with non tech teams, making sure their objectives are aligned with ours.

Oct 2016 – March 2017

Senior Unity Programmer – Digit Game Studio, Dublin, Ireland
- Worked on **Star Trek: Fleet Command**, for IOS and Android.

Nov 2014 – May 2016

Cofounder / Technical Director – Pera Games, Istanbul, Turkey
- Created **Overfall** a rogue-like RPG title for Steam using Unity.
- Responsible for all the programming and creating the workflow for our non-technical team to can create characters, spells, environments and encounters without programmer input.
- Organised and moderate some of the high-level game design meetings.
- Launched the game on Steam, %93 positive feedback in the end of first month.
- Presented Overfall at Unite'16 as a showcase game.

March 2014 – Sept 2014

Project Partner – GriPati Digital Entertainment, Istanbul, Turkey
- Created **Egg Fight** a multiplayer fast paced fighting game for IOS and Android.
- Responsible for all the programming and partial game design.
- Used Unity to create the game client and GameSparks for backend.

Jan 2013 – Feb 2014

Cofounder / Technical Director – Tart Games, Istanbul, Turkey
- Created **Kixel** a multiplayer 3d soccer game for Facebook and IOS.
- Kixel reached over 2 million users in one year.
- Responsible for most of the gameplay programming and leading a team of 6 people.
- Used Unity as our game engine and Node.js with MongoDB for backend.

Aug 2012 – April 2013

Software Engineer – Tart New Media, Istanbul, Turkey
- Responsible for optimising and developing the backend of gamification engine.
- Used Node.js with MongoDB.
- Lead 2 junior programmers.

Sept 2010 – Dec 2011

Gameplay Programmer – Gravi, Istanbul, Turkey
- Worked on Gravi Floor, an interactive play ground which features various mini-games.
- Created prototypes using Unity.

June 2009 – Aug 2009

Prototype Intern – Stupid Fun Club, Berkeley, USA
- Stupid Fun Club is an entertainment think tank company created by Will Wright
- Worked on prototypes for unannounced projects using C# and XNA.

July 2007 – Sept 2007

Internship – Microsoft Corporation, Redmond, USA
- First intern accepted to US office from a Turkish university.
- Worked as software developer in test for Microsoft Office

Education

May 2010

Carnegie Mellon University (CMU) - Entertainment Technologies Center, Pittsburgh, U.S.A
- Master Of Entertainment Technology (MET)
- Created **SurfaceScapes**, a D&D experience on Microsoft Surface table. Presented in GDC'10 and PAX East.
- TA for Building Virtual Worlds course.

May 2008

Sabanci University (SU), Istanbul, Turkey
- Bachelor of Science degree in Computer Science and Engineering (CS)
- TA for VA433 3D Modeling and VA434 3D Animation course.

Skills

Proficient:	C#, C++
Engines & Libraries:	Unity, Unreal Engine 4
Version Control:	Git, Perforce
Language:	English (fluent), Turkish (Native)
Others:	Maya, AfterEffects, PhotoShop (for programmer art)

Interests

Certified diver (Padi Advance), Tango dancer since 2005, 6th degree Wing-Tsun practitioner, self taught Snowboarder.

I also practice Acrobacy (Trapeze), Juggle, play games ([Link](#)) and read ([Link](#)).