

Bulut Karakaya

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Career Objective

I'm an experienced gameplay programmer with 15+ years in the industry, including successful leadership roles on award-winning titles. Passionate about machine learning and its applications, I now seek opportunities to apply my technical and team management skills in new, innovative ways.

Work Experience

March 2021 – Present	Lead Programmer – Ustwo Games, U.K. <ul style="list-style-type: none">Lead Programmer on Monument Valley 3<ul style="list-style-type: none">Managing 3 senior programmers and an intern.Lead Programmer on Desta: The Memories Between.<ul style="list-style-type: none">Managing 3 senior and a junior programmer.Best Mobile Game - 2023 Develop:Star Awards and several other rewards
July 2018 – March 2021	Senior Gameplay Programmer – Jagex Ltd, Cambridge, U.K. <ul style="list-style-type: none">Worked on an unannounced Action-RPG game using Unreal Engine 4, C++.Developed responsive combat mechanics and gamepad controls including aim assist, AI positioning, and high-level networking for gameplay mechanics such as abilities and hit reactions.
Oct 2016 – June 2018	Lead Unity Programmer – Digit Game Studio, Dublin, Ireland <ul style="list-style-type: none">Worked on Star Trek: Fleet Command, for IOS and Android using Unity, C#Managing a senior and a mid-level programmer.
Nov 2014 – May 2016	Co-founder / Technical Director – Pera Games, Istanbul, Turkey <ul style="list-style-type: none">Raised seed capital for the startup, and successful Kickstarter campaign.Designed and developed Overfall, emphasising intuitive gameplay and procedural generation within a rogue-like RPG for Steam with a team of 9 people.Presented Overfall at Unite'16 as a showcase game.
March 2014 – Sept 2014	Project Partner – GriPati Digital Entertainment, Istanbul, Turkey <ul style="list-style-type: none">Created Egg Fight a multiplayer fast-paced fighting game for IOS and Android using Unity, C#Responsible for the programming and partial game design.
Jan 2013 – Feb 2014	Co-founder / Technical Director – Tart Games, Istanbul, Turkey <ul style="list-style-type: none">Leading a cross-disciplinary team of 6 to deliver Kixel a multiplayer 3d soccer game for Facebook and IOS.
Aug 2012 – April 2013	Software Engineer – Tart New Media, Istanbul, Turkey <ul style="list-style-type: none">Managing 2 junior programmers.
Sept 2010 – Dec 2011	Gameplay Programmer – Gravi, Istanbul, Turkey <ul style="list-style-type: none">Worked on Gravi Floor, an interactive playground which features various mini-games.
June 2009 – Aug 2009	Prototype Intern – Stupid Fun Club, Berkeley, USA
July 2007 – Sept 2007	SDET Internship – Microsoft Corporation, Redmond, USA

Education

May 2010	Carnegie Mellon University (CMU) - Entertainment Technologies Center, Pittsburgh, U.S.A <ul style="list-style-type: none">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 <ul style="list-style-type: none">Bachelor of Science degree in Computer Science and Engineering (CS)TA for VA433 3D Modeling and VA434 3D Animation course.

Certificates

Aug 2020	Machine Learning - Stanford University (Coursera)
Oct 2020	Neural Networks and Deep Learning - DeepLearning.AI (Coursera)
Oct 2020	Improving Deep Neural Networks - DeepLearning.AI (Coursera)

Skills

Proficient:	C#, C++
Engines & Libraries:	Unity, Unreal Engine 4
Version Control:	Git, Perforce

Language: English (fluent), Turkish (Native)
Additional: Maya, AfterEffects, PhotoShop (for programmer art)

Interests

Certified diver, tango dancer, Wing-Tsun practitioner, snowboarder and aerial acrobat.
I also like games ([Link](#)) and reading ([Link](#)).