Bulut Karakaya

bulutk@gmail.com | www.bulutk.com

Phone: +44 (7470) 890039 | Skype: bulutkarakaya

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.

* Lead Programmer on Monument Valley 3 - Managing 3 senior programmers and an intern. * Lead Programmer on Desta: The Memories Between Managing 3 senior on Desta: The Memories Between Managing 3 senior programmer Best Mobile Game - 2023 DevelopStar Awards and several other rewards * Best Mobile Game - 2023 DevelopStar Awards and several other rewards * Worked on an unannounced Action-RPG game using Unreal Engine 4. C++ - * Developed responsive combat mechanics and gamepad controls including aim assist, Al positioning, and high-level networking for gameplay mechanics such as abilities and hit reactions. * Lead Unity Programmer - Digit Game Studio, Dublin, Ireland - * Worked on Star Treke Fleet Command, for 105 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 - * Raised seed capital for the startup, and successfal 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. * Project Partner - GriPat Biglial Entertainment, Istanbul, Turkey - * Responsible for the programming and partial game design. * Co-founder / Technical Director - Tart Games, Istanbul, Turkey - * Responsible for the programmers and return of the deliver Kixel a multiplayer 3d soccer game for Facebook and IO Software Engineer - Tart New Media, Istanbul, Turkey - * Managing 2 junior programmers. * Sept 2010 - Dec 2011 * Game Play Programmer - Gravi, Istanbul, Turkey - * Worked on Gravi Floor, an interactive playground which features various mini-games. * Prototype Intern - Stupid Fun (Lib, Berkeley, USA) * 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 PA	Work Experience March 2021 - Present	Lead Programmer - Ustwo Games, U.K.
- Managing 3 senior programmers and an intern. * lead Programmer on Dests: The Memories Between. - Managing 3 senior and a junior programmer. - Best Mobile Game - 2023 Develop/Star Awards and several other rewards Senior Gameplay Programmer - Tagex Ltd, Cambridge, U.K. * Worked on an unannounced Action-RPG game using Unreal Engine 4, C++. * Developed responsive combat mechanics and gamepad controls including aim assist, Al positioning, and high-level networking for gameplay mechanics such as abilities and hit reactions. Lead Unity Programmer - Digit Game Studio, Dublin, Ireland * Worked on Star Trek: Fleet Command, for 10S and Android using Unity, C# * Managing a senior and a mid-level programmer. Co-founder / Technical Director - Pera Games, Istanbul, Turkey * 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 - GriPath Digital Entertainment, Istanbul, Turkey * Created Egg Fight a multiplayer fast-paced fighting game for IOS and Android using Unity, C# * Responsible for the programming and partial game design. Co-founder / Technical Director - Tart Games, Istanbul, Turkey * Leading a cross-disciplinary team of 6 to deliver Kixel a multiplayer 3d soccer game for Facebook and IO Software Engineer - Tart New Media, Istanbul, Turkey * Managing 2 Junior programmers. Gameplay Programmer - Gravi, Istanbul, Turkey * Managing 2 Junior programmers. Gameplay Programmer - Gravi, Istanbul, Turkey * Managing 2 Junior programmers. Gameplay Programmer - Gravi, Istanbul, Turkey * Managing Vintil World's course. * 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'	March 2021 - Present	
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Engines & Libraries: Unity, Unreal Engine 4	Skills	
	Proficient:	

Bulut Karakaya – bulutk@gmail.com

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).