Bulut Karakaya

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Career Objective

I have worked in small and interdisciplinary teams for most of my career which is fun and challenging. Now I'm focused working with larger teams to overcome more complicated problems.

Work Experience

July 2018 – Present   **Senior Gameplay Programmer – Jagex Ltd, Cambridge, United Kingdom**
- Working on an unannounced Action-RPG game
- Using Unreal Engine 4

March 2017 – June 2018   **Lead Unity Programmer – Digit Game Studio, Dublin, Ireland**
- Worked on **Star Trek: Fleet Command**, for IOS and Android.
- Responsible for tech planing, estimations and game client architecture.
- Have regular meetings with non tech teams, making sure their objectives are aligned with our tech.
- Used Unity as our game engine.

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.
- Responsible for all the programming and creating the workflow so that our non-technical team can create characters, spells, environments and encounters without needing a programmer.
- Organised and moderate most 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.
- Used Unity as our game engine, target platforms are Windows, Mac, Linux.

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 app 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 SDET for 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 and photographer.
Recently started doing Acrobacy and Juggling. Played over 500 games. ([Link](#))