Bulut Karakaya

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Career Objective

I'm an experienced gameplay programmer with 12+ 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.** • Lead Programmer on Monument Valley 3 - Managing 3 senior programmers and an intern. • Lead Programmer on **Desta: The Memories Between**. - 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.** • 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** • 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** • 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** • 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** • 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** • Managing 2 junior programmers.
Sept 2010 – Dec 2011	**Gameplay Programmer – Gravi, Istanbul, Turkey** • 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** • 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.

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).