

Burak Kardaş

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Professional Summary

I am Burak, a mobile game developer with four years of experience. I run a YouTube channel where I share tutorials on game development software and have lectured on Unity at various universities. My ten months at Lagot Games honed my skills in game performance optimization and project issue resolution. Currently, I work at No Surrender Studio, focusing on casual and online game development. With a strong background in graphic design from Avrasya University and other institutions, I create visually appealing games. I am self-disciplined, value constructive criticism, and thrive in team environments. Feel free to explore my YouTube channel and portfolio for my projects.

Professional Experience

Avrasya University

Jul 2019 - Jul 2020 · 1 year 1 month

- Developed creative designs to enhance visual content for university projects,
- Prioritized quality and aesthetics in graphic design processes to support corporate identity,
- Created unique design concepts for the university's digital and print materials,
- Collaborated with team members to provide innovative solutions for the visual needs of projects,
- Completed projects on time by managing time effectively and paying attention to detail.

Lagot Games

Apr 2022 - Jan 2023 · 10 months

- I analyzed and resolved errors in projects and completed requested feedback on time,
- Learned various methods to optimize games and implemented them in projects,
- I applied necessary design patterns based on requirements,
- I studied the S.O.L.I.D software architecture to make code more readable and flexible and used it in every project,
- I developed generic scripts and extension methods.

No Surrender Studio

Jul 2023 - Present · 1 year 4 months

- Designed responsive and performance-friendly UI structures for games,
- Learned to identify and resolve errors by analyzing code,
- Optimized project size by implementing the Addressable Asset system,
- Gained proficiency in optimizing all aspects of game development,
- Focused on writing clean and flexible code.

Education

Karadeniz Technical University

Associate's Degree, Computer Programming, Specialized Applications

Sep 2017 - Jun 2019

Mersin University

Bachelor's Degree, Information Systems and Technologies

Sep 2020 - Jun 2023

Expert - Skills

- **Interactive User Interfaces:** Designing and implementing user-friendly interfaces,
- **Project Management:** Skills in time management and project planning,
- **Game Testing and Debugging:** Experience in troubleshooting and quality assurance processes in games,
- **Mobile Game Development:** Experience with optimization and performance enhancements for iOS and Android platforms,
- **C# Programming:** Advanced coding skills for game mechanics and user interactions.
- **Unity 3D & 2D Development:** Extensive knowledge and experience with the Unity game engine