

# ÇAĞATAY YAPICI

GAME DEVELOPER



## CONTACT

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- Istanbul / Turkey
- [cagatayyapici linkedin](#)
- [Portfolio](#)

## SKILLS

- Project Management
- Unity Engine
- C#
- Machine Learning
- VR & AR
- Github
- Flutter
- Python
- Java
- MySQL
- Firebase
- Solidworks

## LANGUAGES

- English
  - Speaking: B1
  - Listening: B2
  - Reading: B2
  - Writing: B2

- Turkish (Native)

## REFERENCE

Arda Zeytin

FitXR / Senior Unity Developer

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## PROFILE

Highly proficient Game Developer with a strong track record of leveraging cutting-edge technologies to create engaging and immersive games. An energetic professional with over 3 years of experience, known for a meticulous eye for detail and a thorough understanding of gaming trends. Expert in various programming languages and dedicated to staying current with industry advancements. Additionally, I have self-taught experience in Flutter, Java, and SolidWorks, demonstrating adaptability and a continuous learning mindset.



## WORK EXPERIENCE

### Virtual Projects

March 2022 - Present

#### Senior Game Developer

- Used debugging techniques to identify and resolve issues with computer code.
- Developed and implemented game levels with in-game mechanics.
- Optimized game performance and loading times for mobile platforms to enhance user experience.
- Conducted research and development (R&D) to innovate and improve game development processes and technologies.

### Virtual Projects

August 2021 - March 2022

#### Team Lead

- Evaluated employee skills and knowledge regularly, providing training and mentoring for individuals with lagging skills.
- Trained new team members by relaying information on company procedures and safety requirements.
- Mentored newly hired and junior developers in office and departmental policies and procedures.

### Virtual Projects

October 2020 - August 2021

#### Game Developer

- Experienced Hyper-Casual Game Developer with Unity and C# expertise.
- Passionate about creating fun and addictive games.
- Expert in Unity game engine and hyper-casual game development workflows.



## HOBBIES

- Playing Video Games
- Biking
- Traveling
- Playing Football
- Streaming on Twitch



## EDUCATION

- Master** 2019 - DNF  
Computer Engineering | Istanbul Aydin University  
**GPA:** 3.38 / 4.0  
Completed coursework with a GPA of 3.38; left during thesis phase
- Bachelor** 2012 - 2017  
Industrial Engineering | Kocaeli University  
**GPA:** 2.6 / 4.0



## CERTIFICATES

- Learn to Develop a Game from Scratch with 3D
- Becoming a Sought-after Programmer Camp Course | Python, Java, C#
- Programming Design Patterns for Unity: Write Better Code
- Visual Effects for Games in Unity - Beginner To Intermediate
- Flutter & Dart - The Complete Guide [2024 Edition]