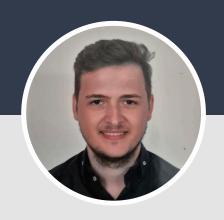# ÇAĞATAY YAPICI
GAME DEVELOPER

CONTACT

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✉ cagatay.yapici@outlook.com

📍 İstanbul / Turkey

🌐 cagatayyapici linkedin

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

Phone: +90-507-777-92-54

Email : ardazeytin@outlook.com

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]