
Caner Bayrambas

Game Developer

ABOUT

I started my Game Developer adventure with modding Steam games and scripting game servers in 2019. After I thought "I'm changing other people's games, so how can I develop my own game?" and hopped into Unity Game Engine at 2020 December.

EXPERIENCE

Gambol Games October 2021 - March 2022

- Game Developer
- Developing hyper-casual games with Unity Game Engine

Freelance December 2020 - September 2021

- Developing games on Unity Game Engine

Freelance February 2020 - October 2020

- Managed and created scripts for game servers on Steam

SKILLS & PORTFOLIO

Software Languages

C#

Lua

Tools

Git Version Control

GitHub - Bitbucket

Asana - Jira

Slack - Mattermost

Languages

English

Turkish

I have knowledge of:

Design Patterns ⇒ Singleton, Observer, Dependency Injection (Zenject)

Design Principles ⇒ SOLID, Object Oriented Programming (OOP)

Optimization ⇒ Unity Addressables, Multithreading (async methods)