Caner Bayrambas

Game Developer

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ABOUT

Been playing video-games since childhood with great passion. Then decided to change games which I love to play, so I found a way that modding games and sharing with other players. Feedbacks of my mods made me proud and I decided to create my own games. After that I met with Unity Engine and rolled into the mobile game industry with passion. Now I have 3 years of experience creating games, want to make games people enjoy & can't forget about it.

EXPERIENCE

Good Job Games - *Game Developer & Game Designer*
June 2022 - April 2023
- Developing robust & re-usable code & contributing Game Design process.

Gambol Games - *Game Developer*
October 2021 - March 2022
- Developing hyper-casual games with Unity Game Engine

Freelance - *Game Developer*
December 2020 - October 2021
- Developing games on Unity Game Engine

Freelance - *Script Developer*
December 2019 - September 2020
- Created scripts for game servers on Garry's Mod & FiveM (Game Modding)

SKILLS & PORTFOLIO

Portfolio Address

ccaner37.github.io/portfolio

You can check out the games I developed in the portfolio address. Gameplay video and store link included.

Software Languages	Tools	Languages
C#	GitHub - GitLab - Bitbucket	English
Lua	Fork - Sourcetree - GitKraken	Turkish
CG (Shader)	Asana - Jira - Trello - Miro	
	Slack - Mattermost - Discord	
	Adobe Illustrator	

I have knowledge about:

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

Design Principles ⇒ SOLID, Object Oriented Programming (OOP)

Optimization ⇒ Unity Addressables, Async methods...

Shaders ⇒ CG, ShaderLab...