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 - Present
- 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	Tools	Languages
C#	Git Version Control	English
Lua	GitHub - Bitbucket	Turkish
	Asana - Jira	
	Slack - Mattermost	

I have knowledge of:

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

Design Principles ⇒ SOLID, Object Oriented Programming (OOP)

Optimization ⇒ Unity Addressables, Multithreading (async methods)