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# Caner Bayrambas

## ABOUT ME

I've been inside the game industry since 2019. I began with creating game servers and modding games on Steam. After dropping my game servers, I decided to make games with Unity in December 2020. Gaming is my permanent passion, I love creating & playing.

## EXPERIENCE

**Gambol Games** October 2021 - Present

- Game Developer

**Freelance** December 2020 - August 2021

- Developing games on Unity Game Engine

**Freelance** February 2020 - October 2020

- Managed and created scripts for game servers on Steam

## SKILLS

### Software Languages

C#

Lua (GLua & FiveM Lua)

SOLID & OOP

### Tools

Git Version Control

Jira, Asana, Bitbucket

Unity Game Engine

### Languages

English

Turkish