
Caner Bayrambas

Game Developer

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ABOUT ME

I've been inside the game industry since 2019. I started with creating game servers and modding games on Steam. After dropping my game servers, I decided to create my own games with Unity Game Engine in December 2020. Games are my permanent passion, I both enjoy creating and 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 & PORTFOLIO

Software Languages

C#

Lua (GLua & FiveM Lua)

SOLID & OOP

Tools

Git Version Control

Jira, Asana, Bitbucket

Unity Game Engine

Languages

English Advanced

Turkish Native

Portfolio Address

ccaner37.github.io/portfolio

You can see my game's with gameplay videos inside my portfolio. I'm currently working on mobile games.

EDUCATION

Esenyurt Anatolian Highschool - *Highschool*

2017 - 2021