Caner Bayrambas
Game Developer

ABOUT

I started my Game Developer adventure with modding Steam games and scripting game servers in 2019. After scripting many game mods, it was time to start developing my own games with Unity Engine in December 2020. I'm generally working on mobile games. Also I'm a hardcore Gamer.

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 (Game Modding)

SKILLS & PORTFOLIO

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

I have knowledge about:

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

Design Principles ⇒ SOLID, Object Oriented Programming (OOP)

Optimization ⇒ Unity Addressables, Asset Bundles, Multithreading (async methods)