Damla Metin Orak

Date of birth: 22/02/1991 | **Nationality:** Turkish | **Phone number:**

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https://damlamtn.github.io/portfolio | **LinkedIn:**

https://www.linkedin.com/in/damlametinorak/ |

Address: Vilnius, Lithuania (Home)

WORK EXPERIENCE

01/07/2022 – 21/12/2023
UNITY DEVELOPER MAGIC MEDIA

- Participated in the development of an internal API project.
- Worked with a team to implement bug fixes and improve upon the "Stranded Deep" game. Stranded Deep is an open-world survival video game for PC, PlayStation 4, Nintendo Switch, Xbox One, and Linux. My work included optimization and finding solutions to core functionality issues such as multiplayer flow, user experience, and localization-related issues.
- Contributed to the development of an endless runner game project, actively involved in the implementation of features from inception, integration of UI elements, and resolution of programming issues.
- Worked on setting up and troubleshooting CI/CD features for a game in progress, using GameCI.
- Published various games for Android and iOS platforms, handling the entire process.

16/08/2021 – 30/06/2022 Ankara, Türkiye
UNITY DEVELOPER SARENTE INFORMATION TECHNOLOGIES

Sarente GameOn
- A gamification platform where students create their environment by using the points that they earned from school, homework, chores
- My responsibilities in this project are creating the environment, building structures, gaining points/ experience, saving/loading process, bug tests

Link https://www.gameontech.co.uk/

03/05/2021 – 11/08/2021 Ankara, Türkiye
UNITY DEVELOPER DVM TECHNOLOGY INCORPORATED

Vodafone Virtual Lab
- Vodafone Virtual Lab is a project where people create their avatars (customize hair, face, clothes, etc.) and enter an exhibition room. In this room, there are several interactive information kiosks for Vodafone products and people can watch videos or presentations about the product. People can also talk with each other or create private online meetings in this room.
- I was responsible for the software part of this project which includes avatar customization, backend communication with Unity3D, informations on the kiosk (showing videos, presentations, and animations)

04/09/2019 – 29/04/2021 Ankara, Türkiye
SOFTWARE DEVELOPER GEMPA ELECTRO-MECHANICAL ENGINEERING

- Developed software for the laser rangefinder (LRF) project with the electronics, mechanical, and physics departments. I used C/C++ language and mostly Arduino boards.
- Developed interfaces for various projects using C# language.

17/10/2018 – 17/05/2019 Ankara, Türkiye
SOFTWARE DEVELOPER ARINLABS - ARTIFICAL INTELLIGENCE LABS

- Developed software for embedded systems used by the defense industry.
- Used C++ language and mostly Arduino boards and worked on communication protocols such as SPI, I2C, and UART.
- Worked as a part of a team that developed an ankle monitor. It could be used by people on house arrest or people who got suspended sentences. Used RF(radio frequency) for calculating the distance, Bluetooth modules for external communication, and GPS modules for determining the location.

30/08/2016 – 13/04/2018 Ankara, Türkiye
UNITY DEVELOPER KUASAR INFORMATION TECHNOLOGIES

- Developed applications such as games, animations, information systems, and simulations for museums, and municipalities as a part of a software team.
- Used Unity3D Engine for our projects.
- Details for my completed projects can be seen in the Projects section;
  - a. Virtual Paint
  - b. Mars Simulation
  - c. Virtual Photo Album
  - d. Virtual Basketball Game

02/03/2015 – 05/08/2016 Ankara, Türkiye
SOFTWARE SPECIALIST & SYSTEM SUPPORT ENGINEER INFOPARK INFORMATION TECHNOLOGIES

EDRIMS (Electricity Distribution and Retail Information Management System)

- Worked as a Software Specialist and System Support Engineer on this project that was developed using C# and ASP.NET technologies and has an n-tier architecture.
- Participated in the analysis, design, and test processes as a Software Specialist.
- Participated in tasks such as database installation/configuration/maintenance, and server installation/configuration/maintenance as a System Support Engineer.

13/05/2014 – 17/10/2014 Ankara, Türkiye
SOFTWARE SUPPORT SPECIALIST VERISIS

My role was to get information about any program errors or requests for development and pass them on to relevant department members.

EDUCATION AND TRAINING

08/09/2008 – 12/07/2013 Türkiye
BS IN COMPUTER ENGINEERING Cankaya University

Website https://www.cankaya.edu.tr/

LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	B2	B2	C1
JAPANESE	B1	A1	A2	A2	A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Unity3d ｜ IDEs: Visual Studio, JetBrains Rider, Visual Studio Code ｜ C# ｜ GIT (Git Desktop, SourceTree) ｜ MSSQL

DRIVING LICENCE

Driving Licence: B

PROJECTS

20/01/2017 – 22/01/2017
Jumping Waves

Global Game Jam 2017 - A banana boat runs from the obstacles and gather items by creating waves with leap motion, voice or spacebar on keyboard

Link https://v3.globalgamejam.org/2017/games/jumping-waves

Mars Simulation

Using the steering wheel to control the car and the joystick to complete missions player is going to checkpoints by following the map. There are 5 missions which are;
- displaying the flag by using the drone
- analyzing the rocks for resources
- filling the battery
- taking photos of water traces
- going back to the base

Link https://ibb.co/album/FXjLP6

Virtual Basketball Game

Using kinect, player(s) will choose a character and play basketball. Balls will randomly fall from the sky and player(s) will try to shoot a basket and score.

Virtual Paint

Virtual paint is a project in which people can choose a color from a color palette and a brush from brush choices and draw whatever they want

Link https://ibb.co/album/xJLnrG

Virtual Photo Album

Users will take their photos with a webcam attached to an informative kiosk. There are filter choices after the photo is taken but it's optional to add one. After this process, the photo can be seen on the wall with the help of a projection. These photos will be randomly changing.

Link https://ibb.co/album/Qbk81m

HOBBIES AND INTERESTS

Interests

Literature, books, music, art, movies & plays, Japan and Japanese culture, puzzles, riddles, pc and console games.