

# Damla Metin Orak

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## Professional Summary

## .NET Developer | C# | ASP.NET Core

Software Engineer with 7+ years of experience and a strong foundation in C#. While my professional background includes Unity and system development, I have recently shifted my focus to .NET technologies. I am proficient in building scalable and maintainable applications using ASP.NET Core, Entity Framework, and RESTful services. Dedicated to clean code, continuous learning, and delivering real-world solutions with .NET technologies.

## Professional Experience

### Magic Media

Unity Developer

Remote

July 2022 - December 2023

- Participated in the development of an internal API project.
- Worked with a team to implement bug fixes and improve upon the "Stranded Deep" game. My work included optimization and finding solutions to core functionality issues such as multiplayer flow, user experience, and localization-related issues.
- Created interactive applications and games using C# and Unity Engine.
- Worked on setting up and troubleshooting CI/CD features for a game in progress.

### Sarente Information Technologies

Unity Developer

Ankara, AN, Turkey

August 2021 - June 2022

- Contributed to the development of the Sarente GameOn platform by working on environment setup, structure building, experience/point systems, save/load functionality, and testing processes.

### DVM Technology Incorporated

Unity Developer

Ankara, AN, Turkey

May 2021 - August 2021

- Vodafone Virtual Lab is a project in which 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 Unity, and information on the kiosk (showing videos, presentations, and animations)

### Gempa Electro-mechanical Engineering

Software Engineer

Ankara, AN, Turkey

September 2019 - April 2021

- 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.

### ARINLABS - Artificial Intelligence Labs

Software Engineer

Ankara, AN, Turkey

October 2018 - May 2019

- Developed software using C# for embedded systems used in the defense industry.
- 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 sentence. Used RF(radio frequency) for calculating the distance, Bluetooth modules for external communication and GPS modules for determining the location.
- Used C++ language and mostly Arduino boards and worked on communication protocols such as SPI, I2C, UART.

### Kuasar Information Technologies

Unity Developer

Ankara, AN, Turkey

August 2016 - April 2018

- Developed applications such as games, animations, information systems, simulations for the museums and municipalities as a part of a software team. Used Unity Engine for our projects.

### Infopark Information Technologies

Software Specialist & System Support Engineer

Ankara, AN, Turkey

March 2015 - August 2016

- Worked on enterprise web applications using ASP.NET and C# with an n-tier architecture.
- Involved in analysis, design, development, and testing phases.
- Managed server and database installations (SQL Server), configurations, and maintenance.

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## Education

**Çankaya University**  
*Bachelor's, Computer Engineering*

**September 2008 - July 2013**

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## Certifications

IBM Full Stack Software Developer by IBM on Coursera. Certificate earned at December 19, 2024

<https://www.coursera.org/account/accomplishments/specialization/YQZYKRYGO131>

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## Skills

C#, Git, .NET, ASP.NET, HTML/CSS, JavaScript, Unity, SQL, Agile, SCRUM, REST APIs, CI/CD, Postman, ASP.NET Core, Entity Framework, Visual Studio, Arduino