Damla Metin Orak

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Professional Experience

Magic Media   **Remote**
Unity Developer   *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. 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 troubleshooting CI/CD features for a game in progress, using GameCI.
- Published various games for Android and iOS platforms, handling the entire process.

Sarente Information Technologies   **Ankara, AN, Turkey**
Unity Developer   *August 2021 - June 2022*
- Sarente GameOn is a gamification platform where students create their environment by using the points that they earned from school, homework, and chores
- My responsibilities in this project were creating the environment, building structures, gaining points/experience, saving/loading process, and bug tests.

DVM Technology Incorporated   **Ankara, AN, Turkey**
Unity Developer   *May 2021 - August 2021*
- 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 included avatar customization, backend communication with Unity3D, and information on the kiosk (showing videos, presentations, and animations).

Gempa Electro-mechanical Engineering   **Ankara, AN, Turkey**
Software Engineer   *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   **Ankara, AN, Turkey**
Software Engineer   *October 2018 - May 2019*
- 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.

Kuasar Information Technologies   **Ankara, AN, Turkey**
Unity Developer   *August 2016 - April 2018*
- 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.

Infopark Information Technologies   **Ankara, AN, Turkey**
Software Specialist & System Support Engineer   *March 2015 - August 2016*

- Worked as a Software Specialist and System Support Engineer on the EDRIMS (Electricity Distribution and Retail Information Management System) 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.

Education	**Çankaya University** *Bachelor's, Computer Engineering*	**September 2008 - July 2013**

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

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

Skills C#, Git, .NET, HTML/CSS, JavaScript, Unity, SQL, Agile, SCRUM