



Berkcan Topcu

MSc in ICT for Internet and Multimedia at Università degli Studi di Padova

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**Address**

Via Vicolo Pastori, 3
Padova, Veneto
Italy

Skills

- Unity
- C#
- Python
- English, Turkish, German

Graduate from Gazi University. Currently studying ICT for Internet and Multimedia (Digital Arts path). I am interested in developing my skills in Game Development.

Experience

04 2022 – 05 2022

Game Developer Intern
Ottomotto labs

I have made a hypercasual mobile game called **Dragon FireFighters** for Android.

06 2019 – 07 2019

Engineer Intern
ICterra Information and Communication Technologies

Worked on localization of a Github program.

06 2018 – 07 2018

Engineer Intern
AnTeCoS GmbH

Education

09 2021 – 06 2023

Padova, Italy
Master of Science – MS, ICT for Internet and Multimedia

09 2016 – 08 2021

Ankara, Turkey
Bachelor of Science – BS, Computer Engineering

2012 – 2016

Ankara, Turkey
High School Diploma

Courses & Programs

- MITX 11.126x - Introduction to Game Design
- HarvardX - CS50's Introduction to Game Development
- School of Game Design – Become a Game Designer the Complete Series Coding to Design

Defeat All Dragons



Portfolio

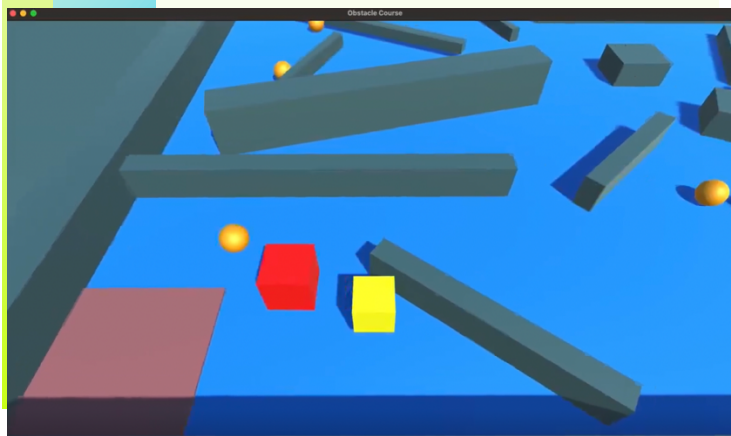
Dragon FireFighters

I have developed and designed a hypercasual mobile game called **Dragon FireFighters** for Android while doing my internship in Ottomotto labs. I shipped this game to Google Play Store.



Rocket!

This is a mini game where you control a rocket and try to land it while passing the obstacles. I made this game using Unity.



Obstacle Course

This is the first game of mine. It is a simple game where you try not to get hit while reaching to an endpoint. I used Unity to develop the game.