

Faik Albayrak

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Profile

Hello, I'm Faik, a Computer Engineering graduate with a solid five years of experience in Unity game development. Skilled in C#, C++, C, and Python, I've actively contributed to the popular game 'Zula' and currently develop at No Surrender. I'm driven to innovate and craft immersive gaming experiences.

Work Experience

Game Developer No Surrender

📅 09/2022 – present 📍 İSTANBUL, TÜRKİYE

- Designed scalable backend architectures for gaming platforms.
- I worked on server authorized multiplayer game systems with Photon Bolt.
- I developed various systems for mobile platforms with the Unity game engine and C# programming language. For example, game modes, payment systems, notification systems, clan system, friendship system.
- I built and tested it on various platforms, for example IOS, Android and Windows.
- I worked in iOS and Android testing environments, such as Testflight and Google Developer Console.
- I am proficient in all game publishing and store page creation processes with Steamworks.
- I worked and improved myself in version control and project management systems such as Git and Jira.

Software developer Mad Byte Games

📅 06/2022 – 09/2022 📍 İSTANBUL, TÜRKİYE

- Zula is developed with the Acknex game engine and the Lite-C programming language. I integrated myself into C programming and developed various game service and mechanics.

Education

Computer Engineering Sakarya University

📅 09/2018 – 05/2022 📍 SAKARYA, TÜRKİYE

- Gained comprehensive knowledge in embedded systems, web development, mobile applications, processor architecture, and hardware design.
- Participated actively in university projects, collaborating with peers to design and implement innovative solutions.
- Developed a strong foundation in both software and hardware concepts through hands-on projects and academic training.
- Enhanced problem-solving skills and technical expertise by working on real-world applications during studies.

Skills

C#

DotNet

Unity Engine

PostgreSQL

PlayFab

Python