ABOUT ME

I am a passionate Unity developer with over three years of experience in game development and a degree in Electronics from Turkey's top university. My background in logic gates, pointers, and problem-solving laid a strong foundation for programming and development.

Driven by an entrepreneurial mindset, I founded my own game development company in Turkey. Starting with no prior experience in 3D games, I mastered Unity within a year and successfully designed and developed complete games from concept to launch.

I've completed 260+ courses, developed 30+ games, and published two titles on the Apple Store, showcasing expertise in Unity Editor, C# scripting, and object-oriented programming. Now based in Toronto, I am eager to bring my technical expertise, entrepreneurial experience, and tireless work ethic to a new challenge, delivering exceptional results on any Unity-based project.

LINKS

Realms of Shadow-Trailer Video:
https://www.youtube.com/shorts/VQ4LuyKQGAA

Realms of Shadow-Arena Quest:
https://apps.apple.com/tr/app/realms-of-shadow-arena-quest/id64...

Puppy Collector:
https://apps.apple.com/tr/app/puppy-collector/id6503171564

Zombie Land:
https://www.youtube.com/watch?v=Av6_0M6ikAc

Hunter's Adventure:
https://youtube.com/shorts/YsOxcbtcHOU?feature=shared

CAN CANKAT

GAME DEVELOPER, DESIGNER

⊙ Toronto

☎ 4377338614

✉ can@castaway.studio

WORK EXPERIENCE

CASTAWAY STUDIOS
Istanbul
Mar 2023 - Present

Game Developer, Designer, Entrepreneur

- Led the complete design, development, and launch of *Realms of Shadow: Arena Quest,* delivering a polished and engaging player experience.
- Conceptualized, developed, and released *Puppy Collector* within just one week

FLORAWISE
Istanbul
May 2022 - Oct 2022

R&D Python Developer

- Pioneered advanced Python scripting for R&D, driving innovation and streamlining project workflows.

BLA BLA GAMES
Jul 2021 - Sep 2021

Game Developer

- Volunteered in game development, mastering foundational skills and creating 2D games.

BROF ACADEMY
Istanbul
Apr 2020 - Oct 2020

Project Manager

- Led the development of an innovative online education platform in collaboration with Koc University alumni, delivering a fully functional website, a user-centric app prototype, and a comprehensive digital marketing strategy. Unfortunately, the project was paused before the app's release due to financial challenges.

SCHNEIDER ELECTRIC
Istanbul
Jul 2018 - Sep 2018

Quality Engineer, Intern

- Gained valuable experience in a large-scale corporate environment.
- Developed and implemented an innovative quality system for new machinery.

CEDAR POINT
Ohio (USA)
Jun 2017 - Oct 2017

Ride Operator

- Managed high-volume ride operations at a premier US amusement park, consistently exceeding 70 hours per week to enhance English language proficiency.

KOC UNIVERSITY: FINAL PROJECT

Project

Led a team to develop a hardware device as part of Koc University's final project, designed to track and recover stolen items. Remarkably, two years later, Apple introduced a similar technology with their Airtag product.
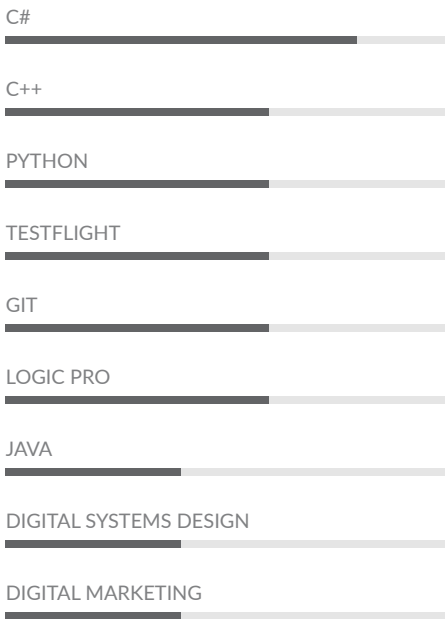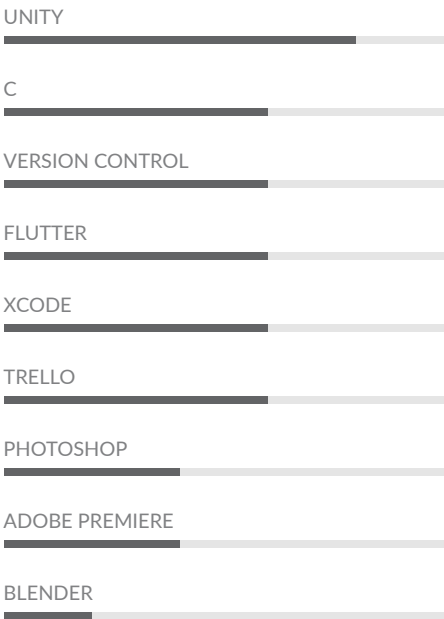
EDUCATION

KOC UNIVERSITY
2021

Bachelor

- Earned a Bachelor's in Electrical and Electronics Engineering from a prestigious Turkish institution, showcasing proficiency in programming languages such as Java, C, and C++, and reinforced by robust engineering problem-solving capabilities. Education conducted entirely in English.

CHARLES UNIVERSITY
Prague

Bachelor

- Completed one semester at Charles University as an Erasmus exchange student.

SKILLS

UNITY

C#

C

C++

VERSION CONTROL

PYTHON

FLUTTER

TESTFLIGHT

XCODE

GIT

TRELLO

LOGIC PRO

PHOTOSHOP

JAVA

ADOBE PREMIERE

DIGITAL SYSTEMS DESIGN

BLENDER

DIGITAL MARKETING

HOBBIES

FILMMAKING, STORYWRITING, AUDIO PRODUCTION, BEHAVIORAL PSYCHOLOGY