

ABDULKADİR SEMİZ

Game Developer - Intern

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Istanbul



SUMMARY

I just graduated from Istanbul University-Cerrahpasa Computer Engineering.

I want to be a game developer. So, I'm increasing my knowledge about Unity and C# coding standards.

You can check the Github account for current studies.

PROJECT

Zombie Killer

<https://github.com/greyhavvk/Zombie-Killer>

It is FPS game that have basic movement controller, mouse controller, gun mechanic, health controller and enemy AI. This project is my first game that I beginning to learn Unity and game development.

Cube Surfer Clone

<https://github.com/greyhavvk/Cube-Surfer>

This is my first hypercasual game development experience. It was one of the demos requested when applying for Tiplay Studio's apprenticeship program. I have learned about tween libraries like DOTween when doing this project.

EXPERIENCE

Game Developer - Intern

Tiplay Studio

06/2021 - 08/2021

I have developed clones of six hyper-casual games. If you want to examine them, you can ask Ali Öney from Tiplay Studio about the projects:

- Cool Goal
- Johnny Trigger
- Bottle Flip
- Fun Race
- Count Master
- Traffic Racer
- Sky Roller

SKILLS

Unity

C++

C#

Java

OOP

Flutter

EDUCATION

Computer Engineering

Istanbul University - Cerrahpasa

2016 - 2021

FIND ME ONLINE



Website

<https://greyhavvk.github.io>



Github

<https://github.com/greyhavvk>



LinkedIn

<https://www.linkedin.com/in/abdulkadir-semiz-828779150>

LANGUAGES

Turkish

Native



English

Advanced

