

ABDULKADİR SEMİZ

Game Developer

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https://github.com/greyhavvk



SUMMARY

Hello! I'm Abdulkadir Semiz, a game developer, and a passionate gamer. I graduated from Istanbul University with a degree in Computer Engineering in 2021. I have gained experience in game development for over 2 years and have been involved in the development of games such as "Drop Weight" and "Smash Runner." Continuing to improve myself as a game developer, prioritizing professional ethics in my career, and always maintaining politeness are important principles for me. Feel free to reach out to me at abdukdadirsemiz@outlook.com to discuss potential collaborations or opportunities further. Thank you for considering my profile.

EXPERIENCE

Game Developer-Intern 06/2021 - 08/2021

Tiplay Studio

I have developed clones of six hyper-casual games.

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

Game Developer 2016 - 2017

Morii Games Manchester, UK

I have been working at Morii Games for 2 years. During this period, I was involved in the development of 20+ prototypes and a launch game called Smash Runner.

- Drop Weight
- Smash Runner

EDUCATION

Bachelor of Computer Engineering 2016 - 2021

Istanbul University Istanbul/Turkey

PROJECTS

Smash Runner Date period

- It is a project that I have been developing since its prototype at morii games. Thanks to this project, I experienced the process of working with more than one developer and going through a game until the launch stage. Teamwork and creating code standards among developers not only gave me experience from this project but also made me have fun.

FIND ME ONLINE

in LinkedIn
https://github.com/greyhavvk

Github
https://github.com/greyhavvk

Website
https://greyhavvk.github.io

LANGUAGES

Turkish Native ●●●●●

English Advanced ●●●●●

SKILLS

Unity · Game Development · C# ·

Zenject · OOP · Java · Github ·

SOLID · Mobile Games · C++

REFERENCES

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