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 abdulkadirsemiz@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
10/2021 - 11/2023

Morii Games

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

- 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

Sercan Gedik
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