

Berkay Kuran

Software Engineer

Algorithmically Talented, Solution Oriented

Focused on Web Development, and Game Development

📍 Istanbul, Turkey

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🌐 berkaykuran-portfolio.vercel.app

EXPERIENCE

Bxld Space, Istanbul, Turkey

Core Developer

May 2022 - September 2022

- Supervised Unity game development process and revised the project.
- Integrated Unity game to Blockchain.
- Owned the development of the company landing page.
- Onboarded and led multiple developers.

Crossover, Austin, TX

Software Engineer

July 2021 - September 2021

- Worked with a team of software engineers in an agile environment.
- Fixed bugs across multiple platforms such as mobile apps, websites, and databases.

PROJECTS

Slay the Spire Tierlist

November 2022

Card tierlist of the popular rogue-like deck-building game Slay the Spire. Uses the StS API I developed to get cards and results, and submit votes.

Fruit Festival

July 2022

Fruit Festival is a slot machine web application that runs on Avalanche Testnet.

Built with:

NextJs ,ChakraUI (Web app)

Solidity, Chainlink (Slot Smart Contract)

Moralis, web3.js (Web3 connection)

Details and more projects on [github/hberkaykuran](https://github.com/hberkaykuran)

SKILLS

- C | C++ | C#
- Solidity | Hardhat
- Moralis | Web3Js
- Javascript | React | NodeJs | NextJs | Express
- TailwindCSS | ChakraUI | CSS
- Unity
- Java
- Flutter
- Git | Github

INTERESTS

Problem Solving
Game Development
Sci-Fi
Music

EDUCATION

Istanbul Technical University, Turkey, Istanbul - Computer Science

September 2014 - June 2021