

BERHAN SAYDAM

Game Developer



+90 542 712 2661



berhansaydam01@gmail.com



hyphesus.github.io



EDUCATION

Bachelor of Computer Engineering

Karadeniz Technical University
2020–2025

SKILLS

C#	<div><div></div></div>
C++	<div><div></div></div>
Python	<div><div></div></div>
Unity	<div><div></div></div>
OOP	<div><div></div></div>
Git	<div><div></div></div>
HTML	<div><div></div></div>
JavaScript	<div><div></div></div>

LANGUAGE

- English
- Turkish

ABOUT ME

I'm a Computer Engineering Bachelor's from Karadeniz Technical University. I develop Unity 2D/3D games or simulations.

EXPERIENCE

- 2D Game Developer Intern** *September 2022- October 2022*
Ministry of Agriculture and Forestry, Republic of Turkey
 - Maintained and Developed 2D games aimed at educating children about forestry, making significant contributions to environmental awareness.

PROJECTS

- Developed TeethSim: Haptic Device Dental Examination Simulation.
 - Utilized Unity and OpenHaptics. Collaborated with a colleague for TÜBİTAK 2209-A program approval and achieved first place at KTU CENG Demo Day 2024. Implemented advanced 3D object interactions and haptic feedback mechanisms using Unity and C#, showcasing innovation in dental training simulations.
- Engineered a Football Manager game in C++.
 - Demonstrated Object Oriented Programming skills by developing a console application game without the use of game engines.
- Created a match three game in HTML.
 - Designed and implemented a web-based match three game using HTML, CSS, and JavaScript, featuring a dynamic grid system, draggable elements, and real-time score updates.
- Developed a Runner-type game in Unity.
 - Created a runner-type game using Unity and C#, handling all programming and music composition. Utilized free assets and Unity's Animator for sprite animation.