



CAN AYDIN

Game Programmer

CONTACT

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NATIONALITY:
USA & TURKISH

PORTFOLIO LINK:
<https://bit.ly/32cf7gu>

HOBBIES

Games
Sailing
Basketball
Travelling

SKILLS

AWS	0.25
Unity 3D	0.75
3Ds Max	0.25
AssetBund e	0.25

EDUCATION

SAE Institute Dubai – Department of Game Programming

2013 - 2016

International School of Gaming, Animation, Design, Audio and Film
Dubai, UAE

Winchester School – High School

2008 - 2011

British High School
Dubai, UAE

WORK EXPERIENCE

Moda Games - Game Programmer

August 2022- Current

-Developing hyper casual prototypes

Hype Games – Game Programmer

May 2022 – July 2022

-Developed hyper casual prototypes

Hex Games – Game Programmer

January 2022 – May 2022

-Developed hyper casual prototypes

Hero Game Studio – Game Programmer

07 June 2021 – 29 October 2021

- Involved in making CPI scenes for a hyper casual game
- Involved in making of Hybrid-Casual Game – Features, UI Implementation, Bug fixes

Flamingo Game Studio - Game Programmer

29 January 2019– 04 June 2021

Developed several VR games using HTC Vive including:

- **Escape Room** - Player is stuck in a room after an earthquake and has two minutes to figure out the secret key code in order to escape the room.

- **Racing VR** – In a timed race, player is in a car race with the AI.

Developed AR Projects using Unity, Vuforia, including:

- **Kral Sakir AR (Kral Sakir Muhtisim Karflar)** – Used image targets on physical cards to teach kids basic Math and English skills. Sold approximately 10,000 units. Used AWS, and Asset bundle.

Developed Hyper casual games using Unity;

· Released 2 hyper casual games with more than 30 mini games,
Both game was downloaded more than 15 million times combined

Mayadem A.S - Game Programmer

October 2016 – January 2017

Helped with the programming on a project called TRT Canim
Kardesim.