Nicolas Karayakaylar

Game Developer and Writer

📞 (806) 776 - 1015

✉ neskarayakaylar@gmail.com

in linkedin.com/in/neskarayakaylar

Programming

> C#
> Python
> C++
> Java

Web Dev

> Elixir
> JavaScript
> HTML
> SCSS

Engines

> Unity
> Ren'Py
> Unreal
> GameMaker Studio 2

Writing

> Tutorials
> Plays
> Visual Novels
> Role-Playing Games
> Comedy

Awards

> Eagle Scout
> Winner of Traverse City
  Young Playwrights' Festival
> National Merit Semifinalist
> Rennselaer Medalist

Websites

> Github:
  github.com/nicolassims
> Personal Website:
  freudiancreations.website

Profile

Experienced game developer seeking full-time employment in the computer science field, where I can use my abilities as a skilled programmer and writer. Well-versed in remote work, and seek to leverage that experience. Personal and professional references are available upon request.

Professional Experience

Game Developer
Super League | Remote | Dec 2021 – Present
> Creating new game modes/products for InPvP Minecraft servers.
> Providing content and updates to modes and products approved by Microsoft.
> Developing backend services and gameplay mechanics using C#.
> Receiving, interpreting, and implementing feature specifications.

Lead Developer and Writer
Freudian Creations | Remote | Sept 2017 – Present
> Maintaining unified gameplay vision between 30+ contributors.
> Growing playerbase, resulting in a current 70k downloads and 14k followers.
> Updating episodic game monthly, with high rate of player retention.
> Recreating gameplay systems of established properties in Python.

Quality Assurance Tester
Studio Aurum | Remote | Oct 2016 – Aug 2020
> Bugtested alpha builds of Unity game Monster Crown.
> Located and documented programming, graphical, and narrative errors.
> Utilized MantisBT software to log and raise issues.
> Proposed bugfixes and alternate methods of achieving design goals.

Extended Realities Application Developer
Biogen | Cambridge, MA | July 2019 – Dec 2019
> Designed interactive models of human biosystems for VR environments.
> Used the Unity engine to program applications for CAVE systems.
> Created applications for Oculus and HTC headsets.
> Adapted platform-specific code for compatibility with other platforms.

Education

Northeastern University | Boston, MA
BS in Computer Science and Game Development
Graduated with Honors | Dean's List, 4 years
Relevant Courses: Web Development, Computer Systems, Object-Oriented Design, Networks and Distributed Systems, Algorithms and Data, Software Development