

# Nicolas Karayakaylar

Game Developer and Writer



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## 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 – Apr 2025

- > Created new game modes/products for InPvP Minecraft servers.
- > Provided content and updates to modes and products approved by Microsoft.
- > Developed backend services and gameplay mechanics using C#.
- > Received, interpreted, and implemented 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 180k 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