Nicolas Karayakaylar

Software Developer and Writer

📞 (231) 881 - 8165

✉ neskarayakaylar@gmail.com

in linkedin.com/in/neskarayakaylar

Programming

> Python
> C#
> C++
> Java

Web Dev

> Elixir
> JavaScript
> HTML
> SCSS

Engines

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

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

Profile

I am a recent college graduate currently working in the computer science field, where I am leveraging my abilities as a skilled programmer and writer. I am courteous, curious, and take pride in my work. I have worked internationally, and love to travel. Personal and professional references are available upon request.

Education

Northeastern University | Boston, MA
Khoury College of Computer Sciences | May 2021
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

Professional Experience

Junior Game Developer
Super League Gaming | Santa Monica, CA | Dec 2021 – Present
> Creating new game modes/products for InPvP Bedrock Minecraft servers.
> Providing service to modes and products approved by partner, Microsoft.
> Working with management to develop backend services and frontend maps.
> Receiving, interpreting, and implementing feature specifications.

Lead Developer
Freudian Creations | Remote | Sept 2017 – Present
> Managing a team of 7+ artists to deliver assets on time.
> Posting bi-weekly developer blogs, updating audience on progress.
> Growing and maintaining audience of ~300 interested followers.
> Programming and implementing cutscenes for an original cutscene engine.

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.

Digital Alternate Reality Game Developer and Writer
Extra Ludic | Boston, MA | Oct 2017 – May 2018
> Expanded option trees to accommodate a wide range of player input.
> Wrote dialogue and room descriptions for virtual labyrinths and NPCs.
> Designed location-dependent gameplay for use in an ARG.
> Implemented aforementioned gameplay using ARIS engine.