

# Salih Bahadır Uçar

## Game Developer

salihb.ucar@gmail.com  
+90 531 682 32 80

[Linkedin](#)  
[Itch.io](#)  
[Github](#)

### PROFILE

---

I'm a computer engineering student with a strong passion for games and game development. I have over two years of experience with Unity and C#. I published one mobile game on Google Play and four PC games on Itch.io - two of which were made during game jams. I'm currently developing a game for Steam, titled Dream Scraper.

### EDUCATION

---

Sep 2021 - Jul 2025

**Bachelor's Degree in Computer Engineering**  
**Alanya Alaaddin Keykubat Üniversitesi, Antalya**

### VOLUNTEER WORK

---

- **GameFactory Club Team Member (2023-2024)**

I was on the management team of a club consisting of over 100 people. We organized events about game development.

### PROJECTS

---

- **Not a Clicker**

Aside from projects I made during courses, this was my first finished project as well as my first team project and my first game jam experience. I learned about time management and team work while making this project.

- **FRONTLINES**

I made this game for one of my school projects. I learned about Unity 2D's systems and sound design while making this project.

- **Tabletop Wizard**

This was the first project I started developing and the first mobile game I made. I learned about Unity's basics, physics, particle system, scene management, render pipelines and building a game while making this project.

- **BACKLINES**

I tried to make an short but expressive and atmospheric game with this little project. I learned about 3D sounds, animations, enemy AI, post process effects, Unity's lighting system and making a customizable dialogue system while making this project.

- **Köy**

This was my second game jam game which sadly didn't make it in time by seconds. I learned about shaders, UV mapping, first person character movement and Unity's terrain features while making this project.

- **Dream Scraper**

This project started as me and one of my classmate's graduation project. I wanted to make a game like no other and decided to bring this old idea of mine to life. Dream Scraper is a game without a core genre but have 9 different genres in it's different sections. I learned physics based character movement, animation events, level design, navmesh system and optimizing while making this project. We presented this project's Alpha version as our graduation project and we're currently developing full version for Steam release

## **CERTIFICATE**

---

- **Unity Essentials** from Unity

I completed this course within 1 week and finished 2 projects in the learning process. I learned Unity's basics with this tutorial.

- **Unity Junior Programmer** from Unity

I completed this course within 8 week and finished 4 projects in the learning process. I learned Unity's programming basics with this tutorial.

## **EVENTS**

---

- **GMTK Game Jam 2023 (July 2023)**

Me and 2 friends of mine developed an arcade game in 48 hours, called Not a Clicker.

- **Brackeys Game Jam (September 2024)**

Me and friend of mine developed a horror game with psx style in 7 days, called Köy. I made all the code and scenes while my friend was making models.

## **REFERENCES**

---

**Berat Can Uçar - Game Factory Lead**

Ucarberatcan@gmail.com