



SAMET KÖSER

Computer Engineer

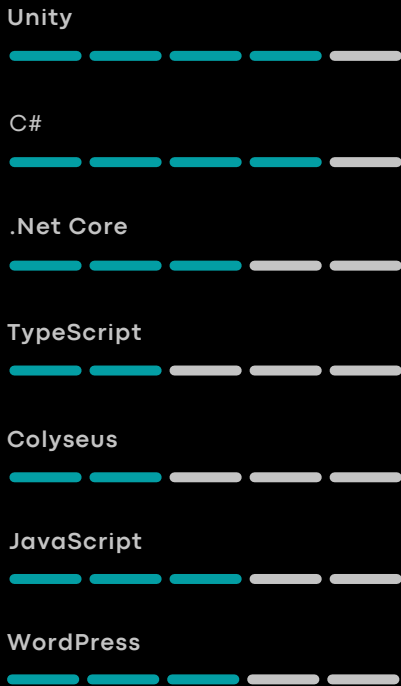
ABOUT ME

I have a university education in computer engineering and loved software both as a hobby and as a job during my university life. I decided to develop games as my area of expertise and I have been interested in game development for 4 years. I would like to be in a community which can give me opportunities to learn and improve my skills.

CONTACT ME

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SKILLS



LANGUAGES

Turkish: Native
English: Fluent/Advanced

HOBBIES

Debating Coding Watching movies

EDUCATION

MARMARA UNIVERSITY, ISTANBUL

Computer Engineering, | 2018- 2024

WORK EXPERIENCES

GAME DEVELOPER (101 OKEY MAX).

DkPeak | 04.2023 - Now

- Online game development in Unity with C#
- Developing Social media in game using Agora.io and Vivox
- Developing game server with Colyseus
- Coding javascript
- Improve teamwork skill
- Developed "101 Okey Max" Game for Mobile App Markets

WORDPRESS DEVELOPER

Freelance | 02.2023 - 03.2023

Web developer specializing in WordPress on freelance platforms.

JUNIOR GAME DEVELOPER (POLITY).

Jib Games | 07.2022 - 01.2023

- Online game development in Unity
- Game development for multiplatform
- Improved UI development skills
- Improved teamwork skills
- Coded editor tools in Unity
- Worked with the StrangeloC framework
- Developed the "Polity" game for Steam and mobile app markets.

GAME DEVELOPER INTERN

Jib Games | 04.2022 - 07.2022

I learned the MVC structure and developed my skills in the Unity game engine. I also improved my teamwork abilities.

INDIE GAME DEVELOPER

04.2020 - 04.2022

Game developer using Unity for creating my own hypercasual games.

PROJECTS

101 OKEY MAX(GAME)

2023-2024

Position: Game Developer

Used Technologies:

- Unity
- C#
- Colyseus
- Typescript
- NestJs
- Javascript
- PostgreSql
- Vivox
- Agora.io

101 Okey Max is a multiplayer mobile game that includes 101 Okey and Batak. It features a social media network with video and voice chat capabilities. The game was developed by a team of 4 people.

POLİTY (GAME)

2023

Position: Game Developer

Used Technologies:

- Unity
- C#
- Java
- JavaScript
- Fmod
- Strangeloc

Polity is a social RPG set in a user-generated world that includes casual games and co-op city building. The game has been published on Steam, Google Play Store, and App Store. I worked primarily on the client-side and also contributed to server-side development.

STRATTLE

2023

Position: Game Developer, Backend Developer

Used Technologies:

- Unity
- C#
- .Net Core
- MongoDB
- Riptide Networking
- Strangeloc

Strattle is an online game with a core mechanic of map battles and includes mini-games. The game consists of four main components: Client, Server, API & Database, and AI Server. I developed this project over the course of a year with a team member, and we designed and implemented all components ourselves.

SOCIAL (WEBSITE)

2020

Position: Web Developer

Used Technologies:

- Python
- Django
- HTML
- CSS

Social is a prototype social media site I developed in 6 months. The backend was mostly functional, but the frontend was more entry-level.

REFERENCES

TAYFUN DÖKER

Jib Games

Co-Founder & Executive Producer

tayfundoker@gmail.com

LEVENT SALTİ

DkPeak

Lead Game Developer

saltlevent0@gmail.com

ACTIVITIES & MEMBERSHIPS

HAPPY GAME JAM ONLINE (DIGITAL GAME DEVELOPMENT COMPETITION)

18/09/2020 - 27/09/2020

Host : Voodoo / Happy Game Company – Game Developer in the “Kiesma Games” team

UNITED GAME JAM EVENT (DIGITAL GAME DEVELOPMENT COMPETITION)

05/06/2020 - 07/06/2020

Host : Bilişim Vadisi – Game developer in “Corroid” team

BİLİM KAHRAMANLARI BULUŞUYOR / FIRST® LEGO® LEAGUE CHALLENGE

08/02/2020 - 09/02/2020

Bilim Kahramanları Association – Pit Area Volunteer

TURKEY OPEN SOURCE PLATFORM HACKATHON PROGRAM – TURKISH LANGUAGE PROCESSING

30/11/2019 - 01/12/2019

Host : Bilişim Vadisi – Team member responsible for developing

IEEEEXTREME 24-HOUR PROGRAMMING COMPETITION 2019

19/10/2019

Istanbul Şehir University competition team member

FOUNDER OF DRAMA STUDENT CLUB

2019

I found drama student club and managed it. I also had role in a theater.

PUBLISH OWN MOBILE GAME

2019

I made an supercasual game and published it.
<https://play.google.com/store/apps/details?id=com.MESH.TheBall>

GRAPHIC DESIGNER

2019

I worked as graphic designer in IEEE student club.

ORGANIZATION MEMBER

2018

We organized an concert with a student club

VOICE COORDINATOR

2018

We won best production award with my team in the short film competition.