

# Selimcan Çakandemir

## Unity Developer

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🛡 Completed military service 🖱 My online portfolio in My LinkedIn 🔄 My Github

### Education

<b>Student, BilgeAdam Teknoloji</b> <a href="#">🔗</a>	2020
Microsoft SQL Server 2017 Querying .NET Development Fundamentals Programming in C# and Object Oriented Programming Web Programming Introduction, HTML5, CSS3, Bootstrap, JavaScript Developing ASP.NET MVC Web Applications	İstanbul, Türkiye
<b>English Language Teaching, Yeditepe University</b> <a href="#">🔗</a>	2019
	İstanbul, Türkiye

### Professional Experience

<b>Game Developer, Sarente</b> <a href="#">🔗</a>	2021 – present
Unity developer working on commercial game projects in Unity and JavaScript <a href="#">[Link]</a> <a href="#">🔗</a>	İstanbul, Türkiye

### Professional Projects

<b>DeFacto Mobile Application Mini-Game, Big Fish - played millions of times!</b> <a href="#">🔗</a>	2023
A fishing mini-game in JavaScript that drops coupons for users of the popular Turkish clothing retailer DeFacto's mobile application, <a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a>	
<b>E-commerce Mobile Application Mini-Game, Slinger Monkey</b>	2023
Challenging coupon-dropping mini-game with leaderboards <a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a>	
<b>E-commerce Mobile Application Mini-Game, Gift Deck</b>	2023
Gift Deck is a short memory game meant for e-commerce apps <a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a>	
<b>E-commerce Mobile Application Mini-Game, Dino Catch</b>	2022
Whack-a-mole mini-game <a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a>	
<b>Stories From Lost Worlds [Unpublished], Experimental Unity game</b>	07/2023
<a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a> <a href="#">[Screenshot]</a> <a href="#">🔗</a>	
<b>Cutie Pie, a photo reveal game in Unity [Unpublished]</b>	06/2022
Put together the UI, added various game mechanics, worked on the Android and WebGL version for a browser	
<b>2D City Building Game in Unity [Unpublished]</b>	06/2022
Created the UI and main menu, coded various game mechanics such as a radial UI visual that tracks day/night time, coded an algorithm that determines the Z-scale position of 2D buildings	

Technical Skills

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Unity	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	C#	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Construct 3	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	JavaScript	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Blender	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Photoshop	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>