Selim ÇELIK



CONTACT INFORMATION

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OBJECTIVE & SUMMARY

As a software specialist aiming to contribute to brands' global presence through gaining experience in digital transformation projects, I am a game developer with a passion for shaping the future. By utilizing my expertise in game development and iOS applications, I aspire to lead brands in preparing for a stronger future. Simultaneously, I embrace iOS development as a hobby, continuously challenging myself to stay updated with innovations in the field. With the goal of taking on a role that guides branding strategies with a focus on technological leadership, I aim to advance both myself and organizations.

**Summary**: I develop projects in Unity using C#, focusing on creating a core system for faster prototyping.

PROFESSIONAL SKILLS

**Creativity (L4):** Ability to shape not only visual design but also user experience, influence users, and overcome technical challenges.

**Teamwork (L5):** Competence in task sharing and completing projects faster and more efficiently.

**Problem Solving (L4):** Ability to solve unknown problems during the coding process or when creating projects from scratch.

**Self Management (L5):** Ability to complete projects on time and within budget.

**Communication Management (L5):** Ability to communicate with non-technical project managers and team members.

**Time Management (L3):** Balancing workload, setting priorities, and meeting deadlines.

**Adaptation (L3):** Keeping up with current technology and developments.

TECHNICAL SKILLS

**C# :** Developing game projects, writing and updating the foundations of related systems.

**Unity:** Developing game projects, creating and updating animations.

**Zenject:** Managing user interactions, creating animations, and dynamically updating data.

**Swift:** Learning the native application language for iOS development.

**XCode:** Learning to design improvements using the interface and components.

**Html & Css & Javascript:** Producing, coding, and developing web interfaces using required libraries.

USED TECHNOLOGIES AND PROGRAMS

**Unity & C# :** Developing and improving game projects and systems.

**Third-Party Packages :** Using packages such as Dotween, Odin Inspector, SRDebugger, and UniTask to improve and update systems.

**Zenject :** Facilitating readability, simplifying coding with Dependency Injection, and enabling collaborative development.

**Git :** Using the version control system to track and manage source code.

**Json :** Using a text-based data format to store and transport data in a readable format.

**Photoshop-Figma-Adobe XD :** Designing and prototyping web projects successfully.

WORK EXPERIENCE

2022 – Present **Game Developer**, *Semruk Games*

* *Develop, test, and improve game projects, and enhance the system foundation.*
* *SHelper: A utility package speeding up the game prototyping process. It includes ready-made packages, expediting game development and ensuring projects come out faster and in a common language. The project is built with Zenject and MVC and is regularly updated.*

*Advertisement: A package designed to manage advertisement SDKs within the system.*

*Analytics: A package allowing the sending of analytical data to used services and detailed visualization on those services.*

*Editor Packages: Within SHelper, it ensures update control, package controllers, and post-process operations for iOS and Android.*

*Extension Packages: Includes extension classes that can be used within Unity components, simplifying tasks.*

*Game: A package where systems such as user interface, level, money, upgrades, etc., are implemented within the game.*

*Installers: The entry point for the structure that removes dependency injection in the project. It integrates with Zenject.*

*Logger & Log Sender: A package that houses the log system within the game. Log Sender automatically sends logged information from the game to Slack.*

*Manager: Houses all general managers within the game (Game Manager, Vibration Manager, Level Manager, Loading Screen Manager, Save Manager, Sound Manager, UI Manager)*

*Remote Config: A utility package allowing the adjustment of data and management of the game through an admin panel.*

*SDK Helper: A utility package facilitating the addition of SDKs.*

*Utilities: Includes necessary and required plugins when creating a project.*

Technologies: Unity, C#, Zenject

2020 – 2022 **Game Developer**, *Mobilist*

*Developing, testing, and being a part of the prototype team for game projects.*

* Check the portfolio section on the [link](https://isatezcan444.github.io/resume/) for a closer look at game prototypes.

Technologies: Unity, C#, Zenject

2019 – 2020 **Unity Developer**, *Hisseli Harikalar*

*Developing, testing, and being a part of the prototype team for innovator projects.*

* Check the portfolio section on the [link](https://isatezcan444.github.io/resume/) for a closer look at *projects*.

Technologies: Unity, C#, Zenject

2019 – 2019 **Unity Developer**, Nara EdTech

*Developing and updating desktop and VR game projects.*

EDUCATION

2015 **Computer Engineering**, Tekirdağ Namık Kemal *University*

LANGUAGE

Turkish (Native), English (C1)

INTERESTS

PC games, Self-improvement and learning new things, Gym,Swimming,Football

REFERENCES

(References will be provided upon request.)