

# SEVAL KARAMAN

GAME DEVELOPER

## PORTFOLIO

<https://sevalkr.github.io/Portfolio/>

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## PROFILE

I graduated from Manisa Celal Bayar University with a degree in Computer Engineering.

## SKILLS

C#

Unity

Java

Git

CSS

JavaScript

HTML

## WORK EXPERIENCE

### GAME DEVELOPER

#### *Gigantic Games*

October 2022 - June 2023

Game Developing for Hyper-Casual, Hybrid-Casual, Puzzles with Unity and C#

### GAME DEVELOPER

#### *UDO Games*

September 2021 - August 2022

Game Developing for Hyper-Casual, Hybrid-Casual with Unity and C#

### INTERN

#### *UDO Games*

June 2021 - August 2021

Game Developing for mobile with Unity and C#

## EDUCATION HISTORY

### COMPUTER ENGINEERING (BACHELOR'S DEGREE)

2017 - 2022

Manisa Celal Bayar University

## VOLUNTEER WORK

### ASSISTANT

#### *Patika.dev*

2021

I worked with Google, Kodluyoruz, and Patika to train 60 software developers and artists in our program. We simulated a real game company for 3 months with our team.