

SEVAL KARAMAN

GAME DEVELOPER



WORK EXPERIENCE

GAME DEVELOPER

Milgame Studio

December 2023 -

I have developed hybrid-casual games and mainly worked on the LiveOps side.

GAME DEVELOPER

Gigantic Games

October 2022 - June 2023

I have developed hyper-casual and hybrid-casual games.

GAME DEVELOPER

UDO Games

September 2021 - August 2022

I have developed hyper-casual and hybrid-casual games and was involved in the scaling process of these games.

INTERN

UDO Games

June 2021 - August 2021

I have received training in Unity, coding, art, and design. I learned how to develop games as a team and created hyper-casual games.

EDUCATION HISTORY

MANİSA CELAL BAYAR UNIVERSITY

COMPUTER ENGINEERING
(BACHELOR'S DEGREE)

2017 - 2022

PORTFOLIO

sevalkr.github.io/Portfolio/

CONTACT



sevalkaraman653@gmail.com



+90 553 442 10 42



<https://www.linkedin.com/in/seval-karaman-379276159/>

PROFILE

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

SKILLS

- C#
- Unity
- Java
- Git
- CSS
- JavaScript
- HTML

VOLUNTEER WORK

MENTOR

ANKU Game Jam

Mentored participants at ANKU Game Jam, providing support and guidance for their questions and issues during the competition.

ASSISTANT

Patika.dev

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.

ACHIEVEMENTS

WINNER - UDO NEXT JAM #1

[Itch.io link](#)

Achieved first place in UDO Next Jam #1 by developing a game with my teammates in 3 days.