

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

Milgame Studio

December 2023 -

Developing Hyper-Casual and Hybrid-Casual Games using Unity and C#.

GAME DEVELOPER

Gigantic Games

October 2022 -
June 2023

Developing Hyper-Casual, Hybrid-Casual and Puzzle Games using Unity and C#.

GAME DEVELOPER

UDO Games

September 2021 -
August 2022

Developing Hyper-Casual and Hybrid-Casual Games using 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.

MENTOR

ANKU Game Jam

2024

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

ACHIEVEMENTS

WINNER - UDO NEXT JAM #1

Itch.io link

2021

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