

SEVAL KARAMAN

UNITY DEVELOPER



WORK EXPERIENCE

SDK DEVELOPER

UDO Games

September 2024 -

Developing and maintaining an analytics SDK for mobile games, with Unity (C#) and native (Java, Objective-C++) support. Responsible for third-party SDK integrations, adapter maintenance, and delivering stable, performant solutions designed for easy adoption by multiple game teams.

GAME DEVELOPER

Milgame Studio

December 2023 - September 2024

Developed and maintained mobile games using Unity. Actively contributed to LiveOps by implementing new features, delivering content updates, and fixing bugs to enhance player retention and engagement. Managed third-party SDK integrations and updates. Collaborated with designers, artists, and QA to deliver high-quality updates and a smooth player experience.

GAME DEVELOPER

Gigantic Games

October 2022 - June 2023

Developed hyper-casual and hybrid-casual games.

GAME DEVELOPER

UDO Games

September 2021 - August 2022

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.

PORTFOLIO

sevalkr.github.io/Portfolio/

CONTACT



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<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

EDUCATION HISTORY

MANİSA CELAL BAYAR UNIVERSITY

COMPUTER ENGINEERING (BACHELOR'S DEGREE)

2017 - 2022

VOLUNTEER WORK

MENTOR

ANKU Game Jam

2024

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

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.

ACHIEVEMENTS

WINNER - UDO NEXT JAM #1 2021

[Itch.io link](#)

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