



Tarik Bir

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Personal Details

Gender:

Male

Date of Birth:

14.06.1991

Nationality: Turkish Republic

Driving License: B Type (2008)

Marital Status: Married

Military Status: Completed

Work Experience

04.2022 Nowhere Studios (Game Developer)

Afterlife survival RPG game written in C# with Unity engine.

06.2021 – 04.2022 Softtech (Software Engineer)

SOAP services written in C# and in-house JS-like front-end scripting language.

12.2020 – 06.2021 Multinet Inventiv (Software Engineer)

Mobile application middleware and few other full-stack applications using C#, .NET 4.6 and in-house Gazel Framework.

07.2018 – 05.2019 Softtech (Junior Software Engineer)

ASP.NET CRM application, banking services and Call Center Application developed using C#, VB.NET and JS.

Education

2016 – 2020 Kocaeli University – Computer Engineering (GPA: 3.34)

2010 – 2016 Marmara University – Mechanical Engineering (English)

Dropped out due to career switch.

Skills

Worked at least 10 years unprofessionally on projects using languages such as C#, JavaScript, C, C++, Lua, Python.

Experience with developing projects with .NET Standard and .NET Core libraries.

Proficient use of SQL, T-SQL, NoSQL, Oracle, MongoDB databases.

Usage of other languages such as HTML, CSS and LaTeX.

2D/3D Game development with various game engines such as Unity, LÖVE2D, Game Maker and Clickteam Fusion for over 14 years.

Certificates

Complete C# Unity Game Developer 3D – Udemy ([April 2023](#))

OOP, SOLID design & Profiling with Unity – Udemy ([September 2022](#))

Mobile Unity Game Development for Beginners – Zenva ([November 2021](#))

Publishing and Optimizing Mobile Unity Games – Zenva ([November 2021](#))

Unity Shader Graph for Beginners – Zenva ([November 2021](#))

Complete C# Unity Game Developer 2D – Udemy ([August 2020](#))

([See full list on my LinkedIn profile](#))

Projects

[Deal of Fates](#) (Oct 2021 – Present)

Personal platformer card game project that I've been working on for 2 years on my spare time using Unity.

[Candy Eden](#) (Oct 2022)

Ludum Dare 51 entry. Used Unity engine for development. Overall score: 3.55 (#551 out of 2420)

[Gotcha!](#) (Sep 2019)

Community Game Jam entry. Used Unity engine for development. Overall score: 2.765 (#409 out of 1054)

[The Room](#) (Dec 2016)

Ludum Dare 37 entry. Used Löve2D engine for development. Overall score: 3.40 (#260 out of 2389)

(more at [LinkedIn](#) and [Itch.io](#))

Publications

Imputation of Missing Data for Network Intrusion Detection (2017)

IOSR Journal of Computer Engineering (IOSR-JCE)

Languages

CEFR: Turkish (Native), English (C1) iTEP Score: 4.8

JLPT: Japanese (N5)

Social Skills and Hobbies

Being active in various student clubs and managed one of them during my time in Marmara University (Sci-Fi & Fantasy Club)

Volunteer work at Kocaeli University Embedded Systems Lab for almost a year

Leadership and support in few big team projects

Music; I play guitar, piano, percussion and synth instruments solo and have played in various bands

Attendance of game jams such as Ludum Dare and Global Game Jam multiple times. 57th place in 37th Ludum Dare

Organizing and playing tabletop games with friends