TARIK SAVAŞ

SOFTWARE ENGINEER

CONTACT ME

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SKILLS

- Unity
- C#, Java, C++
- Git, Agile
- Software Architecture, DI, OOP, XR and Game Development
- Firebase (All modules), Photon Fusion, AWS, Fishnet, Zenject
- Teamwork, High Motivation, Communication, Problem Solving, Analytical Skills, Leadership

LANGUAGES

ENGLISH

Intermediate

ABOUT

Hello, I'm Tarik, a Software Engineer specializing in AR/VR applications and game development. I began my career in 2015 with C, followed by Java and object-oriented programming (OOP). Over time, I developed expertise in C# and Unity, and since 2019, I've completed over 30 projects in gaming, AR, and VR. I am passionate about exploring emerging technologies and applying them to create innovative, high-quality software solutions.

EXPERIENCE

• XR DEVELOPER

GoArt (Apr 2022 - Jan 2025)

At GoArt, I advanced my skills in software architecture and gained in-depth expertise in DI. Utilizing various SDKs, I contributed to the development of a metaverse application while assuming multiple responsibilities as a key member of the core team, playing an integral role throughout the project's end-to-end development.

• SOFTWARE ENGINEER

REO-TEK (Feb 2021 - Apr 2022)

During my time at Reotek, I developed an AR/VR-based training and simulation project for TEDAŞ, designed an educational game for Robotsan, and created interactive digital applications for museums.

• SOFTWARE ENGINEER (INTERN)

REO-TEK (Nov 2020 - Feb 2021)

I developed various digital applications for the Istanbul Cinema Museum and was responsible for managing IT operations.

EDUCATION

• COMPUTER ENGINEERING

Konya Technical University (2015 - 2020)