

# Berk Karakas

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## Skills

**Programming Languages:** C#, C++, C, Python, JavaScript

**Game Engine:** Unity 3D/2D

**Unity Technologies:** Unity 3D, Unity 2D, DOTween, UniTask, Unity Input System, Unity Animator, Unity Physics, Unity UI, Unity NavMesh, Unity Netcode, ML-Agents

**Game Systems:** Audio Management, Level Management, Effects System, Object Pooling, Touch Input, Reward Systems, Save Systems, Scene Management, State Machines

**Mobile:** Android/iOS Deployment, Mobile Optimization, Haptic Feedback, Adaptive Performance

**Multiplayer & Networking:** Unity Netcode, Unity Relay, Steam SDK, Network Synchronization

## Experience

### Indie Game Developer, Hooligan Games

November 2024 – Present

- Co-founded game studio and led development of 10+ mobile games across racing, strategy, puzzle, and casual genres
- Collaborated with professional studios for playtesting and QA, integrating feedback to improve mechanics and UX
- Implemented game systems including audio management, level progression, effects, and object pooling
- Optimized performance for mobile platforms, ensuring 60fps gameplay across Android devices

### Trainee, Google Oyun ve Uygulama Akademisi

November 2023 – July 2024

- Participated in game development training focusing on project management, UI/UX design, and best practices
- Developed core gameplay mechanics for 3D open-world game including player movement, environmental interactions, and modular systems
- Contributed to Steel Horizon (Top 10 finalist), implementing multiplayer networking, ML-Agents AI, and complex boss systems

## Projects

### Steel Horizon

[github.com/unsulliedd/Unity-Steel-Horizon](https://github.com/unsulliedd/Unity-Steel-Horizon)

- Developed 3D multiplayer action RPG with 4-player co-op (Google Bootcamp Top 10 finalist)
- Implemented Unity Netcode and Relay for multiplayer networking, enabling 4-player collaboration in open-world
- Built modular character system with separate managers for Combat, Locomotion, Animation, Stats, and Effects
- Integrated Steam SDK for authentication and multiplayer, ML-Agents AI system, and complex boss AI with state machine
- Implemented inventory and crafting systems for item management and resource crafting

### Dungeon Escape

[github.com/unsulliedd/DungeonEscape](https://github.com/unsulliedd/DungeonEscape)

- Developed 2D platformer for Android with dynamic traps and AI-driven enemies with varying attack patterns
- Created vendor interaction system, customizable controls using Unity Input System, and comprehensive save system

### TemplateProject - 2DMobile / 3DMobile

[github.com/unsulliedd/TemplateProject-2DMobile](https://github.com/unsulliedd/TemplateProject-2DMobile)

- Developed production-ready 2D/3D mobile game templates with Hooligan Systems Framework (13+ integrated systems)
- Created unified modular architecture with Audio, Effect, Leaderboard, Level, ObjectPool, Reward, Scene, Settings, TouchInput, Tutorial, UI, Upgrade, and PlayerData systems
- Implemented ScriptableObject-based event channels for decoupled communication with editor tools
- Built reusable animation components, safe area handling, and example scenes for 2D/3D setups
- Designed efficient object pooling, lightweight audio management, and flexible level management framework

### SaveMoney

[play.google.com/store/apps/details?id=com.hooligan.savemoney](https://play.google.com/store/apps/details?id=com.hooligan.savemoney)

- Developed 3D tower defense with card-based defense placement system for protecting loot stacks
- Implemented deck management with card slots, queue, and hand management, plus energy system for placement
- Created wave-based combat with thief AI featuring steal point management, loot detection, and escape mechanics
- Designed multiple enemy types (Thieves, Gangsters, Bosses) with NavMesh/Spline/Stationary navigation and NPC state machine
- Integrated GameAnalytics and TinySauce for analytics, adaptive performance optimization, and tutorial system

### AuraRacer

- Developed 3D rhythm-based boat racing with tap tile mechanics, combo system affecting speed, and AI competitors
- Created flow state management, rhythm pattern system, and leaderboard for competitive gameplay

## Education

Karadeniz Technical University – Bachelor's Degree in Computer Engineering August 2023