BURAK ARSLAN
SOFTWARE ENGINEER

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in LinkedIn Github 🔗 Portfolio

EDUCATION

Software Engineering, Atılım University 🔗
2020 – 2025 | Ankara, Turkey
GPA: 2.9

PROFESSIONAL EXPERIENCE

GAME DEVELOPER INTERN, Mindway VR 🔗
07/2024 – 01/2025 | Ankara, Turkey
- Developed 3D projects in Unity with SOLID principles.
- Applied Unity design patterns effectively.(Singleton, Observer, State, Factory.)
- Utilized Addressables, UniTask, and DOTween for optimization

SOFTWARE DEVELOPER INTERN,
Anayurt Teknoloji 🔗
07/2024 – 07/2024 | Ankara, Turkey
During my internship at Anayurt Technology, I developed computer applications using QT. While developing applications with QT, I used the C++ language and improved my skills in object-oriented programming.

SKILLS

Game Engine — Proficient
Unity (2D & 3D), URP, HDRP

Language — Proficient
C#, C++

Gameplay — Proficient
Input System, Animation, Rigidbody & Physics, AI Behavior

UI/UX — Competent
Unity UI Toolkit, Canvas System, Mobile Responsiveness

Multiplayer — Amateur
Photon, Mirror

Tools — Expert
Git, GitHub, SourceTree

Design — Proficient
SOLID Principles, Design Patterns (Singleton, Observer, State)

ABOUT ME

I am a software engineering graduate and a passionate game developer. I have practical experience with Unity and work extensively with C# and C++ on various game projects. I have developed games for PC, mobile, and VR platforms, focusing on game mechanics, performance optimization, and user experience. Additionally, I strive to write clean code in accordance with SOLID principles. I am a team player with strong communication skills and a solution-oriented mindset. My goal is to contribute to innovative game projects by combining creative ideas with technical skills and to advance my career in the game development industry.

PROJECTS

Picker Zone, Unity, C#, Mobile, Hyper Casual, SOLID, Design Patterns 🔗
05/2025 – 06/2025
Picker Zone is a mobile game where you collect balls with a magnet and try to pass levels. At the end of each level, you collect gold in the mini game arena in proportion to the number of balls collected. You can use this gold to change the magnet's costume.

Deadly Jokes, Unity, C#, Multiplayer(Photon), SOLID, Design Patterns 🔗
05/2024 – 07/2024
Deadly Jokes is an online game where players solve puzzles. For this project, I developed the online part using Photon. In addition, I coded the puzzle logic where lights of the correct color are matched and designed the levels.

Tic-Tac-Toe, Unity, C#, 3D, Turn-based Strategy, SOLID 🔗
12/2024 – 01/2025
This project is a 3D tic-tac-toe game. This game runs on mobile platforms.

Draw Application,
Unity, C#, Mobile, UI/UX, 🔗
04/2024 – 04/2024
This project is an application that allows users to draw with different types and colors of pens. It recognizes multiple touches. Pen thickness can be adjusted.

LANGUAGES

English — Fluent