

BURAK TEKİN

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Istanbul

@TheBurakTekin



WORK EXPERIENCE

2023–Present

Game Developer in Bucked Games

Developing games and features

- I worked on some various educational games and released on AppStore

2022 – 2023

Web Developer in Vera Clinic

I created web sites, landing pages and mailings.

- HTML, CSS, JS, SEO, Documentation

2022 – 2022

SAP Manufacturing Consultant in MBIS

I worked with manufacturing team on TOGG & Siro projects.

- SAP PP, SAP PP/DS, Agile/Scrum, Jira, Documentation

2021 – 2021

Software Developer in Hermes Software

Developing & Updating ERP Project.

- C#, .NET, SQL, JS

COURSES, TRAININGS

04/2023

Game Development Bootcamp at TOGO

08/2023

I finished online education for Unity at TOGO.

- Unity · C# · OOP · Design Patterns

04/2023

Game Developer Apprenticeship at Navras Academy

08/2023

I finished Unreal Engine game development education at Navras Academy.

- Unreal engine 5 · Twinmotion · Blueprint · Game Design · Level Design

05/2023

Game Developer Apprenticeship at Panteon Games

07/2023

I finished Unity game development education at Panteon.

- Casual Games · Unity · C# · Mobile Games · Hyper-Casual Games

04/2023

Game Designer Apprenticeship at TOGO

07/2023

I finished the game design education at TOGO

- Game Analyzing · Game Design · GDD · PDD · Game Testing

TECHNICAL SKILLS

Game Engine (Unity & Unreal)

C# (OOP, Design Patterns)

Game design principles and mechanics

GDD (Game Design Document)

Blueprint Coding

Adobe Photoshop, AE, Premiere

MS Office Applications

SOFT SKILLS

Willingness to Learn | Analyzing | Communication

Creativity and imagination | Documentation | Feedback |

Teamwork | Adaptability | Self-motivation | Googling &

Searching | Problem Solving

MY REFERENCES

Ahmet Çetinli - HOGO Games Founder

- <https://www.linkedin.com/in/ahmetcetinli/>

MY PROFILE

I'm a motivated game developer focused on building engaging games. I've strengthened my skills through courses, bootcamps, books, and tutorials, and I keep improving daily. I also have introductory knowledge of game design, which helps me look at development from multiple angles.

MY PORTFOLIO

<https://buraktekinbt.github.io/My-Portfolio/>

EDUCATIONS

2022 – Present in Istanbul University

Management and Information Sys. | Bachelor D.

- Second University

2013 – 2018 in Halic University

Computer Engineering | Bachelor Degree

- I developed an escape room puzzle game on Unity Engine with C#

MY CERTIFICATES

Navras Akademi

- Unreal Engine | Blueprint Coding
- Unreal Engine | Visual Design Training

LinkedIn

- 2D Game Design and Development Essential Training
- Game Design Foundations: 1 Ideas, Core Loops, and Goals

Panteon Games

- Game Development with Unity

Basaksehir Living Lab

- Game Development Bootcamp

EdX

- Introduction to Game Design: Game Systems and Balance