

Bulut Karakaya

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Career Objective

I have worked in small and interdisciplinary teams for most of my career which is fun and challenging. But lately I have moved my focus to working with a larger talented team to overcome much more complicated problems.

Work Experience

Oct 2016 – Present

Lead Unity Programmer – Digit Game Studio, Dublin, Ireland

- Working on an unannounced mobile 3d MMO strategy game.
- Responsible for coming with tech plans and estimations for features, work on game architecture.
- Have regular meetings with non tech teams to make sure they are in sync with our tech team.
- Lead 2 senior programmers.

Nov 2014 – May 2016

Cofounder / Technical Director – Pera Games, Istanbul, Turkey

- Created **Overfall** a rogue-like RPG title for Steam.
- Responsible for all the programming and creating the workflow so that our non-technical team can create characters, spells, environments and encounters without needing a programmer.
- Organised and moderate most of the high-level game design meetings.
- Used Unity 3d as our game engine, target platforms are Windows, Mac, Linux.
- Launched the game on Steam, %93 positive feedback so far.
- Presented Overfall at Unite'16 as a showcase game.

March 2014 – Sept 2014

Project Partner – GriPati Digital Entertainment, Istanbul, Turkey

- Created **Egg Fight** a multiplayer fast paced fighting game for IOS and Android.
- Responsible for all the programming and partial game design.
- Used Unity 3d to create the app and Facebook's Parse service and Node.js for backend needs.

Jan 2013 – Feb 2014

Cofounder / Technical Director – Tart Games, Istanbul, Turkey

- Created **Kixel** a multiplayer 3d soccer game for Facebook and IOS.
- Kixel reached over 2 million users in one year.
- Responsible for most of the gameplay programming and leading a team of 6 people.
- Used Unity 3d as our game engine and Node.js with MongoDB for backend needs.

Aug 2012 – April 2013

Software Engineer – Tart New Media, Istanbul, Turkey

- Worked on **İşteOyun** also known as **ActApi** a gamification engine.
- Responsible for optimising the backend for increased stability and speed.
- Used Node.js with MongoDB for database.
- Lead 2 junior programmers.

Sept 2010 – Dec 2011

Gameplay Programmer – Gravi, Istanbul, Turkey

- Worked on **SurFact**, an interactive play ground which features various mini-games.
- Responsible for developing games and multi-touch applications using C++ and C#.

June 2009 – Aug 2009

Prototype Intern – Stupid Fun Club, Berkeley, USA

- Stupid Fun Club is an entertainment think tank company created by Will Wright
- Worked on prototypes for unannounced projects using C# and XNA.

July 2007 – Sept 2007

Internship – Microsoft Corporation, Redmond, USA

Education

May 2010

Carnegie Mellon University (CMU) - Entertainment Technologies Center, Pittsburgh, U.S.A

- Master Of Entertainment Technology (MET)
- Created **SurfaceScapes**, a D&D experience on Microsoft Surface table. Presented in GDC'10 and PAX East.
- TA for **Building Virtual Worlds** course.

May 2008

Sabanci University (SU), Istanbul, Turkey

- Bachelor of Science degree in Computer Science and Engineering (CS)
- TA for VA433 **3D Modeling** and VA434 **3D Animation** course.

Skills

Proficient:	C#, C++
Competent:	ActionScript, Python, HLSL / CG
Engines & Libraries:	Unity, Node.js, MongoDB
Version Control:	Git, Perforce,
Language:	English (fluent), Turkish (Native)
Others:	Maya, AfterEffects, PhotoShop

Interests

Certified diver (Padi Advance), Tango dancer since 2005, 6th degree Wing-Tsun practitioner, self taught Snowboarder and photographer. Recently started doing Acrobacy and Juggling. Played over 500 games. ([Link](#))