

Gökhan KARAGÖZ

GAME DEVELOPER · SOFTWARE ENGINEER

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“The perfect project plan is possible if one first documents a list of all the unknowns.”

Experience

Zynga

Istanbul, Turkey

MOBILE GAME ENGINEER (HYBRID)

Aug. 2022 - PRESENT

- Working on 101 Okey Plus game which is Top Free and Top Grossing #1 in both iOS AppStore and Android Google Play Store markets in Turkey that has 7-digit daily active user count.
- Spearheading Unity development for 101 Okey Plus and seamlessly integrating and managing Live Ops features in collaboration with the back-end, ensuring the game's ongoing success.
- TCP, Message Pack, Rest API, Unity3D, Live Ops with content delivery, Addressables, Asset Bundles, Google/Apple/Facebook Authentications, Android/iOS/WebGL clients, Firebase Crashlytics, CD/CI tools, Unit Testing, Jira, Git VCS.

Gameguru

Istanbul, Turkey

SENIOR GAME DEVELOPER (REMOTE)

Dec. 2020 - Feb. 2022

- Worked as a Unity Developer with more than 50 people.
- Developed and published more than 20 hypercasual games and some Idle Genre titles using Unity Engine software. Some titles have more than 20M+ downloads such as Cutting Tree, Ice Man 3D in both Appstore and Google Play store for both iOS and Android platforms.

Global Champions

San Francisco, U.S.

SENIOR GAME DEVELOPER (REMOTE)

Sep. 2020 - Dec. 2020

- Worked remotely as a Unity Game developer with a productive team who were 8 people.
- Developed and published more than 35 games using Unity Engine software.

TOGG | Turkey's Electric Car Project T10X

Gebze, Turkey

SOFTWARE ENGINEER

Dec. 2019 - Jan. 2020

- Worked with 50+ people on Turkey's electric car made by TOGG.
- Prepared a 3D simulation of the car for showcase and launch day of the car. Built and shown it on a sliding platform.
- Was responsible about all the technical product development and implementation of the project.
- Used TwinCAT to operate the movement of the platform. There was 2 screen on top of the sliding servo motors on the platform. Created the setup and built a PC to control the system remotely as kiosk.
- On the front end side, developed a UI and socket communication to transfer the commands data to the platform with Unity3D.

Octane Studios

Pennsylvania, U.S.

GAME DEVELOPER (REMOTE)

Apr. 2019 - Aug. 2019

- Worked remotely as a Unity Game developer with a productive team who are 8 people.
- Made a mobile puzzle game similar to Wordscapes.
- Was responsible about development of analytic tools, ads integration, Facebook login, Google Play login, cloud saving via PlayFab, social media sharing.
- Created a custom game server from scratch using Node JS on backend and MongoDB as noSQL database technologies. It was necessary to dynamically store and update words that are going to use in game.

Arkentas Entertainment

Istanbul, Turkey

GAME DEVELOPER

Jul. 2017 - May. 2018

- Worked on a RPG project called "İstanbul İkinci Çağ" which has a lot of similarities with Ultima Online game. Rewritten and ported all of the codes to convert to a Unity3D project from flash based web game.
- Integrated some features about AI Pathfinding system which was A* algorithm via graph systems.

Black Slash Game Studio

Kocaeli, Turkey

GAME DEVELOPER

Jan. 2018 - Apr. 2018

- Responsible for a mobile race game project management as a most experienced Unity 3D Developer and an engineer in the team.
- Trained the employees on a workshop about "How to use Git & GitHub to work efficiently with teammates."
- Created a physical scrum board onto the wall of the office and managed it. Created Slack and Trello accounts to the office for work sharing.

Istanbul Kültür University

UNITY 3D INSTRUCTOR

Istanbul, Turkey

Mar. 2018 - Mar. 2018

- IEEE Turkey's Computer Society branch organized a nationwide conference. As a Unity 3D instructor, I led university students who were eager to learn Unity 3D and game development theories. The course was completed in 2 days, with more than 12 hours per day.

Sakarya University

UNITY3D INSTRUCTOR

Sakarya, Turkey

Oct. 2017 - Dec. 2017

- The IEEE Computer Society branch at Sakarya University organized an event tailored for university students seeking to delve into cutting-edge technologies, encompassing Unity 3D and game development theories. I was invited to contribute as an instructor for this event, which spanned over 5 weeks with dedicated sessions.

Gripati Digital Entertainment

INTERN - GAME DEVELOPER

Istanbul, Turkey

Jun. 2017 - August. 2017

- Updated and fixed major bugs on their already published mobile game project called "Dolmus Driver" which has more than 10 millions of downloads.
- Developed web services, PlayFab integration and managed back-end side for their new trivia style mobile game project called "Bilgi Maratonu - Dünya Turu" which is live on Google Play Store.

GAMOLT

INTERN - GAME DEVELOPER

Sakarya, Turkey

May. 2016 - August. 2016

- Developed a Virtual Reality game using Motion Capture technology. Had a chance to get experiences with Axis Neuron software and Perception Neuron products.
- Developed a few games that require some geometry, and mathematics knowledge and developed an editor plugin for Unity 3D for the company's projects.

Arvena, IT

ANDROID APPLICATION DEVELOPER

Sakarya Technopark, Turkey

Jan. 2015 - July. 2015

- At first, started as an intern at Arvena. After that, received a lot of promotions to become a full-time employee. Designed and coded on the front-end side for 5 different professional native Android applications. Worked with 4 teammates.
- Developed full-featured a B2B Android native application. Used SQLite for database, Java for back-end, and C# for RESTful web services.
- Developed and published a native Android application built with Java and I've used SQLite for databases and PHP for web services.

Sky Game Labs

INDIE GAME DEVELOPER & FREELANCER

Kocaeli, Turkey

April. 2015 - Jul. 2017

- During his free time, he created a fully remote studio called "Sky Game Labs" for the Google Play Store. Published some mobile games made with Unity 3D game engine.
- Almost in 2 years, as a self-motivated learner, improved his coding skills that include server-side programming with Node.js and Java with Smartfoxserver, network programming, AI pathfinding systems, VR games, game designs, level designs, 3D-2D mobile and PC game programming and assets creation.
- Created 3D car pack using low-poly techniques in Blender and I've sold many times in Unity 3D Asset Store to get some experience in 3D modeling, and texturing techniques.
- Throughout this whole adventure as an indie game developer, developed and contributed to tons of open-source game projects that are available on GitHub.

Education

Sakarya University

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Sakarya, Turkey

Sep. 2014 - July 2018

- 30% of English education.
- Got 2 times awards. Percentage of Ten Slice: Scholarships for successful students.

Skills

Languages

SPEAKING, READING AND WRITING

- (C1) English as professional working proficiency.
- (C2) Turkish as native speaker.

Programming Languages and Softwares

IT HAS BEEN RANKED AS 3 STAGES: "BASIC", "INTERMEDIATE", "ADVANCED" KNOWLEDGES.

- 2D, 3D game development with Unity 3D game engine. (Advanced)
- C# with object oriented programming paradigms and design patterns. (Advanced)
- Javascript with ES6 features. (Advanced)
- Node.js, Express and Socket.io (Advanced)
- MongoDB & PostgreSQL. (Advanced)
- Network programming, TCP/UDP protocols, client prediction, server reconciliation and entity interpolation. (Intermediate)
- Virtual Reality technologies. Oculus Rift, HTC-Vive & Perception Neuron products. (Intermediate)
- Netcode For GameObjects, Mirror MLAPI and Photon Fusion multiplayer game networking solutions. (Intermediate)
- Linux OS like Ubuntu, Debian, Manjaro. (Intermediate)
- C/C++ programming language. (Intermediate)
- Java SE programming language. (Intermediate)
- React.js and React Native libraries. (Intermediate)
- REDUX and state management. (Intermediate)
- ASP.NET Core and React Native libraries. (Intermediate)
- Ionic 2 Hybrid/Native mobile application framework. (Intermediate)
- Adobe Photoshop. (Intermediate)
- 3D modelling, texturing, lighting in Blender. (Intermediate)
- Smart Fox Server for develop multiplayer-online game server. (Beginner)
- Vuforia & ARKit tools for Unity 3D. (Beginner)
- Unreal Engine 4. (Beginner)
- Cocos2d-x 2D framework. (Beginner)
- LibGDX Java game framework. (Beginner)
- Video editing, compositing & filming in Adobe After Effects. (Beginner)
- SaaS and high traffic applications. (Beginner)

Other Interests

Work and Travel Program

Colorado, Denver, U.S.

AMUSEMENT PARK EMPLOYEE & BACKPACKER TRAVELLER

Jun. 2018 - Oct. 2018

- Joined program called Work and Travel which is for university students who want to get an opportunity to travel in United States of America while they're working to get their spending.
- Worked in Colorado for 3 months and then traveled 11,000 miles in a month via car to visit more than 25 cities in California, Nevada, New York states.

Computer Science Club at Sakarya University

Sakarya, Turkey

PRESIDENT

Nov. 2015 - Oct. 2016

- In his early years at the university, club activities were rather inadequate. He and his friends created a club that related by directly to Computer Science. Organized lots of events and workshops for students.

IEEE Sakarya University Student Branch

Sakarya, Turkey

REPRESENTATIVE OF COMPUTER SOCIETY

Oct. 2015 - Nov. 2015

- Elected by the students of Sakarya University as representative of the IEEE Computer Society Branch. Organised tons of seminars and workshops about new trends and technologies in Computer Science.

AIESEC

Kocaeli & Sakarya, Turkey

CORE MEMBER

Jun. 2013 - May.2014

- Passionate about the AIESEC culture. He loves to spend time and learn about other cultures with people who are exchange participant. AIESEC really helps people who want to be responsible for their lives.