Baran Gürsoy

Game Developer

Ankara, 06 06370

(+90) 5057424300

barangursoy6@gmail.com

https://www.linkedin.com/in/baran-gursoy/

https://barangursoy6.wixsite.com/my-site-3

I am a computer engineer with experience in developing hyper-casual, mid-core, hybrid-casual and indie pc games using Unity3D Engine and C#. I have a good understanding of game programming and live-ops. You can see my projects from my portfolio website.

⚙ Technical Profile

- Unity3D Game Engine
- Programming Languages(C#, C++, C)
- Game Development
- Unreal Engine 5.2
- Git
- Data Structures and Algorithms
- Qt

🧩 Competencies

Hyper-casual Game Development

Hybrid-Casual Game Development

Mid-core Game Development

Indie Game Development for PC and Consoles

Live operations after launch for games

Game programming

Teamwork and collaboration

Communication skills

Problem-solving skills

💼 Work History

2024-01 - 2024-03

Unity Game Developer

Warlock Arts, Ankara

- Responsible of current bugfixes and implementing new features for Intergalactic Pawn Shop (PC)
- Implementing a story flow automation with Articy Draft 3 for a story based game
- Collaborating with designers, artists, and testers to ensure high-quality game products

- Debugging and fixing issues with tools like Rider and Unity Profiler
- Responsibilities: Gameplay programming, UI programming, optimization, dev-testing, bug fixing, taking builds
- Technologies & Tools: Unity, C#

2023-03 - 2023-10

Game Developer(Live Ops)

HOMA Games, Paris(Remotely), France

- Responsible for developing new updates to Merge Master using Unity3D game engine
- Collaborating with designers, artists, and testers to ensure high-quality game products
- Debugging and fixing game issues using tools like Rider and Unity Profiler
- Responsibilities: Gameplay programming, UI programming, optimization, FTUE, taking builds for Android/iOS, adding meta features
- Used debugging techniques to identify issues with code and resolve errors.
- Technologies & Tools: Unity, C#

2022-10 - 2023-03

Game Developer

M-Gun, a Voodoo Studio, Paris(Remotely), France

- I was responsible for developing mid-core games with Unity3D game engine
- Responsibilities: Gameplay programming, UI programming, optimization
- Used debugging techniques to identify issues with computer code and resolve errors
- Technologies & Tools: Unity, C#

2022-03 - 2022-08

Game Developer

APPS Teknoloji A.Ş

- I was responsible for developing games with Unity3D game engine
- Responsibilities: Gameplay programming, UI programming, optimization, deployment, publishing
- Projects: Jelly Dash, Traffic Buttons, Couple Party, Limber Run, Platform Dasher, Connect and Fight, Hit The Nuts!, Words 3D, Marionette Master!, Ultimate One Body, Match n Push, Plastic Run!, Blind Date!, Pop Battle
- Technologies & Tools: Unity, C#

2021-11 - 2022-03

Game Developer

Scroll Next Games, Ankara

- I was responsible for developing games with the Unity3D game engine.
- Used debugging techniques to identify issues with code and resolve errors.

2021-06 - 2021-09

Software Engineer Intern

HAVELSAN A.Ş., İstanbul, Turkey

- Handled scripting tasks for debugging and automation
- Worked on an MQTT project where we can send messages through EMQX Broker, I developed the MQTT Client Part
- Worked with Agile/Scrum methodology
- Used Qt Framework with Qt 5.15.2 and C++ Used MQTT Protocol
- Added multiple connection support (UDP, TCP, WebSocket)

- Message receiving and message sending through these connections are added
- Used git for project management
- Used "Batch Script" for generating some necessary files while installing Qt MQTT

2021-07 - 2021-09 **Game Developer Intern**

UDO Games, Turkey

- I developed 2 hyper-casual games in mentorship of UDO Games:
- Used Unity3D game engine, developed with C# language
- I was mostly responsible from gameplay programming part
- Took different lessons from our mentors and developed myself in game development area

🏆 Accomplishments

- Fixing Intergalactic Pawn Shop's bugs after I join and takeover the project. It was already in a finished state with a lot of issues and bugs. I fixed them by adjusting to the project pretty quickly.
- Developing new features to "Merge Master", which are helpful to increase playtime and profit constantly. Merge Master is a highly popular game that HOMA Games published.
- Being able to deliver fully implemented prototypes in 4.5 days while I was new to the sector at APPS.
- Developing a mid-core game at M-Gun (a Voodoo internal studio)
- Being able to be adjusted at every long-term project quickly after I join, even though the projects were already started.
- Learning and using Qt and MQTT protocols really quickly at my HAVELSAN Software Engineering intern.
- I have a good understanding of Deep Learning about Computer Vision, we had a team when I was a student and completed "Ulaşımda Yapay Zeka" competition with high ranking.

🎓 Education

2018-09 - 2022-06 **Bachelor's Degree: Computer Engineering**

Ankara University - Ankara

GPA: 4.00/4.00

- Awarded "Student with the Highest GPA at the Faculty"

🚩 Languages

Turkish(Native Speaker)

English(C1)