

İSMET BERKE ÇAKIR

CONTACT

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- Ankara, Turkey

SKILLS

- Unity3D
- Unreal Engine
- Object Oriented Programming
- C#, Python, Javascript, Python
- Autodesk 3DSMax, Corona Renderer
- Adobe Photoshop
- Trello, Slack
- MS Office Suite

LANGUAGES

- English - Fluent
- Turkish - Native
- Spanish - Beginner

PROFILE

Experienced Generalist Game Developer with over 4 years of Unity development expertise with a strong background in design. Adept at software design, taking projects from concept to completion, maintenance and rapid prototyping. Proficient in design, agile development and effective collaboration with fellow designers and artists. Experienced in clean and concise code practices, technical documentation, QA, design patterns, SDK integrations, KPI analysis, Analytics integration, UI design and game maintenance.

WORK EXPERIENCE

Game Developer

Teek Games, Istanbul Turkey 2023-Present

- Feature development and maintenance for a casual word puzzle mobile game with Unity Engine (Word Bubbles).
- Using a Dependency Injection frameworks (Zenject, StrangeloC, VContainer) to create modular and testable software.
- Leading the development of a casual game (Hidden Order) from ground-up within a cross-functional team using Scrum methodology as the Scrum Master.
- Using Addressables package to reduce build times and optimize memory.
- Using Netcode for GameObjects and Photon frameworks to create Multiplayer games.
- Creating technical documentation (Object, Class, State Machine and Sequence UML diagrams) to create modular, expandable and transparent software.
- Building and deploying for Play Store and App Store.
- Developing low complexity algorithms and data structures to build an efficient application that promptly cross-references each letter input against a large word dictionary.
- Creating software modules and systems using the Model-View-Controller-Service architecture to keep code organized by separating concerns.
- Writing Unit and Integration tests to assure product quality.
- Using StrangeloC, Zenject, VContainer, UniRx and UniTask frameworks.
- Using Reactive programming (Using UniRx) to manipulate data streams from Zenject Signals to organize object level communication and state changes.
- Communicating with designers and artists in an Agile environment to efficiently deliver a valuable product at regular intervals.
- Creating and tweaking ShaderLab and Shader Graph shaders.
- Using Job system and Compute Shaders to optimize performance in scenarios where high amounts of resources are needed.
- Using Version Control (Bitbucket).
- Implementing App Store and Play Store features (Leaderboards, Authentication) and IAP modules.
- Integrating various SDKs to track KPIs and user behavior.

Game Developer

Flowtart Studios Yazılım Limited Şirketi, Ankara, Turkey

2021-2023

- Taking part in the development and production of 30+ games.
 - Maintenance and feature development for a live hit mobile game with 10M+ downloads (**City Fighter vs Street Gang**).
 - Rapid prototyping.
 - Optimizing game performance to target low-end devices by reducing draw call counts, writing low complexity algorithms and utilizing Compute Shaders if a large non-synchronous data operation is needed.
 - Using design patterns to create maintainable software modules.
 - Version Controlling using PlasticSCM and Git.
 - Separating code into assemblies to manage dependencies between modules and optimize compilation times.
 - Using OOP and SOLID principles to write clean code.
 - Using Zenject dependency injection plugin to manage dependencies.
 - Using debugger and profiler to identify performance bottlenecks and identify regressions.
 - Writing unit tests for quality assurance.
 - Integrating analytics solutions such as Unity Analytics and GameAnalytics to track user behavior in-game and identify user churn profile and progress.
 - Integrating FacebookSDK, Adjust, AppsFlyer etc. to track KPIs and game performance across various devices.
 - Monitoring key performance indicators (KPIs) such as user retention, engagement, revenue, and performance metrics.
 - Involved in game production and collaborated with renowned market publishers, including **Voodoo, Supersonic, Ketchapp, and Lion Studios**.
 - Creating Shaders with Shader Graph.
 - Animating using built-in Unity animation tools and DOTween.
 - Creating multiplayer games and networking in Unity using Photon library and Mirror.
 - Integrating App Store and Play Store features such as leaderboards, achievements and in app purchases and subscriptions.
 - Building games for iOS, Android, WebGL and Windows platforms.
 - Designing and implementing adaptive UI for different screen sizes.
 - Leading development team in self improvement and management by tracking developer and designer profiles in the team.
 - Participating in level and game design process by communicating with artists and other designers.
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Game Developer

Diger Yapım A.Ş., Ankara, Turkey

2020-2021

- Taking part in the development team for prototyping 15+ games.
- Version Controlling using PlasticSCM and Git.
- Using design patterns such as State Machine, Observer and Singleton to create maintainable software modules.
- Using OOP and SOLID principles to write clean code.
- Optimizing game performance to target low-end devices by reducing draw call counts.
- Utilizing MonoBehaviour to organize code into different steps of the engine loop, such as Physics, Animation, Input, Initialization and Decommissioning.
- Creating multiplayer games and networking in Unity using Photon library.
- Integrating App Store and Play Store features such as leaderboards, achievements and in app purchases and subscriptions.
- Building games for iOS, Android platforms.
- Designing and implementing adaptive UI for different screen sizes.
- Participating in level and game design process by communicating with artists and other designers.

Freelance Developer

2019-Present

- Writing pseudo-random image and video generation scripts for Adobe Photoshop and Adobe After Effects for blockchain projects.
- Developing mobile apps using React Native and integrating authentication.
- Using Generative Adversarial Networks to create short videos from images for 2021 Architecture Biennale exhibition "Hollow Ocean".
- Using Unity3D to port VR experience of "Hollow Ocean" to Windows using Joystick control scheme.

Freelance Architect

2018-Present

- Using 3DSMax and Corona Renderer to design and create photorealistic architectural façade and interior renders for 14 projects.
- Creating PBR materials for texturing.
- Using Grasshopper to computationally design architectural elements.

PORTFOLIO

- <https://berkecakil.dev/>
 - <https://github.com/canafarci>
 - <https://www.behance.net/berkecakil>
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EDUCATION

Orta Doğu Teknik Üniversitesi / METU - Ankara

Master's Degree in Architecture, GPA: 4.00

- As part of a European Union research program with my university (BAP), thesis focused on exploring the detrimental consequences of Urban Heat Islands (UHI) caused by rapid urbanization and inadequate government policies.
- Used Python module UWG to analyze hourly temperature changes and generate data using meteorological data.
- Used Analysis of variance (ANOVA) statistical method called Sobol's Method to calculate the effect of UHI causes on the resulting heat increase.
- Used Generative Adversarial Networks (GAN), a machine learning model to compute indoor lightning distribution in random generated floor plans calculate illumination using Tensorflow and Grasshopper.

Orta Doğu Teknik Üniversitesi / METU - Ankara

Bachelor's Degree in Architecture, GPA: 3.30

2013-2019

- Used Grasshopper, a plugin of 3D modeling software Rhinoceros to create 3D design models by using GUI programming.
- Used Autodesk 3DSMax to model and render architectural designs.
- Participated in Unity3D game development courses.
- Participated in AI courses.
- Participated in Philosophy and Biology and Art courses.
- Completed a one-year English preparatory program at METU.

Universitat Politècnica de València / UPV - Spain

Erasmus exchange program, GPA: 3.60

2017-2018

- Participated in Urban Design Courses
- Participated in Spanish Courses

CERTIFICATES AND TECHNICAL BOOKS



Professional Scrum Master I

Mail address for verification: ismetberke@gmail.com
<https://www.scrum.org/certificates/1025133>

- "Composing Programs" by John DeNero
- "The Elements of Computing Systems" by Noam Nisan and Shimon Schocken
- "Clean Code" by Robert C. Martin
- "Agile Principles, Patterns, and Practices in C#" by Robert C. Martin
- "The Art of Game Design: A Book of Lenses" by Jesse Schell
- CS50: Introduction to Computer Science by David J. Malan