

Tarik Bir

Professional Summary

I am a .NET/C# developer who is specialized in full-stack development and game development. I embarked on my programming journey at the age of 16 as a personal pursuit. I am seeking to leverage my expertise and passion for game development to contribute to the success of an innovative game studio.

Work Experience

Lead Game Developer

Nowhere Studios, 04/2022 – 09/2023, Istanbul / Turkey

- Managed and mentored a team of 3 developers in coding complex systems within Unity for the studio's newest 2.5D survival crafting IP.
- Contributed significantly to game design by collaborating closely with the design team, providing valuable input.
- Architected and maintained systems such as animation middleware, inventory, generic combat mechanics, resource loading, and more.
- Developed using libraries such as Mirror for network, FMOD for sound, Spine for 2D animations and Behaviour Designer for decision trees.
- Participated in code reviews and mentoring newer members.
- Wrote various development tools such as a tool to keep cloud drive assets up-to-date with project.

Software Engineer

Softtech, 06/2021 – 04/2022, Istanbul / Turkey

- Managed full-stack development responsibilities, leveraging C# to write and maintain SOAP services on the back end.
- Excelled in front-end scripting using an in-house language, ensuring seamless integration of user interfaces.
- Proficiently used SQL for database management.

Software Engineer

Multinet, 12/2020 – 06/2021, Istanbul / Turkey


- Used C# language and .NET 4.6 libraries to maintain micro-services.
- Developed front-end interfaces and user experience using an in-house language called Gazel.
- Proficiently used SQL and MongoDB for database management.
- I maintained a level-headed demeanor when confronted with emergency situations.


Junior Software Engineer


Softtech, 07/2018 – 05/2019, Istanbul / Turkey

- Used ASP.NET for full-stack development.
- Developed and maintained a CRM application for ticketing and interacting with customers and employees.
- Used SQL for database management.

Contact

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Skills

Professional

Creativity
Teamwork
Leadership
Attention to Detail

Technical

C#
Unity Engine
WPF
Java
JavaScript
Lua
C++
Python
HTML & CSS

Languages

English – Full professional proficiency
Turkish – Native or bilingual prof.

Education

BE in Computer Engineering (GPA: 3.34)

Kocaeli University, Kocaeli, Turkey
09/2016 – 06/2020
(Volunteered in Embedded Systems Lab for two semesters)

Projects

Deal of Fates

- On-going platformer card game personal project of 2 years.
- Developing using Unity game engine and C# language.
- Has game mechanics such as deck building, card management, platformer movements, generic combat mechanics, basic inventory, etc.
- Developed systems such as resource manager for loading and unloading resources and memory management, game state control, input management system and procedural level generation.

Candy Eden

- Idle game with simple action abilities.
- Ludum Dare 51 entry with overall score 3.55 (#551 out of 2420).
- Developed with Unity and C# language. Used libraries such as DOTween, Relay and UnityTimer.
- Developed mechanics such as an ability inventory, custom sprite animation system and basic combat with status effects.

Gotcha!

- A 2D platformer made with Unity and C# language.
- Community Game Jam entry with overall score 2.765 (#409 out of 1054)

The Room

- An emotional/idle game with time management and decision making.
- Ludum Dare 37 entry with overall score 3.40. (#260 out of 2389)
- Made with Love2D engine using Lua scripting language.