



## CONTACT

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## EDUCATION

2021 - 2024

GEORGE BROWN COLLEGE

- Advanced Diploma in Game Programming

2019 - 2020

BEMAR ACADEMY

- Web Design & Graphic Design: Adobe Photoshop, Adobe Illustrator, Adobe Premiere
- 3D Design & Engineering: 3ds Max, AutoCAD, Blender

## SKILLS:

- Problem Solving: Strong analytical thinking and troubleshooting skills
- Teamwork: Effective in cross-functional teams
- Communication: Strong written and verbal communication skills in both Turkish and English.
- Creativity: Developing and implementing innovative game ideas
- Project Management Tools: Notion, Jira, Trello

## LANGUAGES

- Turkish: Native
- English: Proficient

# EMRAH KARA

GAME DEVELOPER

## PROFILE

A passionate and dedicated game developer with a strong foundation in programming, game design, and data analysis. Proficient in using Unity and Unreal Engine to create engaging and innovative games. Fluent in both Turkish and English, with a keen eye for detail in translation and localization. Eager to apply creative problem-solving skills and collaborate with a dynamic team to develop cutting-edge projects. Open to learning new technologies and continuously improving skills to contribute to the gaming industry's growth.

## WORK EXPERIENCE

Kalem Web Yazilim Hizmetleri

2018-2021

Data Analyst

- Collected and analyzed data using SQL and Python.
- Prepared management reports and visual data analyses with Tableau and Power BI.
- Provided detailed reports on business processes and software performance.

## PROJECTS

### Portal Puzzles: Gloo Gun Adventures

Role: Gameplay Programmer

- An FPS puzzle game inspired by Portal 2. Designed and implemented gameplay mechanics, platform movements, and puzzle integration.

### Legends of the Enchanted Forest

Role: Solo Developer

- A top-down RPG inspired by The Legend of Zelda with intricate mechanics and vibrant pixel art.

### Gem Hunters 3D

Role: Solo Developer

- A 3D game where the objective is to collect gems on moving platforms with dynamic lighting

### Ninja Frog's Berry Quest

Role: Solo Developer

- A 2D mobile platformer where Ninja Frog collects strawberries and overcomes obstacles.

### Pixel Pyramid Quest

Role: Solo Developer

- A modern take on the classic arcade game Q\*bert with challenging gameplay and retro pixel art.

## TECHNICAL SKILLS

- Programming Languages: C, C++, C#
- Game Engines: Unity, Unreal Engine, DirectX 12
- Graphics and Animation: 3ds Max, Blender, AutoCAD, Adobe Photoshop, Adobe Illustrator, Adobe Premiere
- Testing Tools: DevTrack, TestRail, Excel, Google Sheets and Google Drive

For more details, please visit my [website](#)