MIKAIL KARACA

GAME DESIGNER & DEVELOPER

📞 +32 483 69 60 41 || ✉ Mikail_Karaca@Outlook.com || in Mikail Karaca || 🏠 Antwerp, Belgium

EDUCATION

Current

INDEPENDENT GAME PRODUCTION
Digital Arts and Entertainment Howest, Kortrijk

2019

MULTIMEDIA
National Lyceum Cadix, Antwerp

SKILLS

Unity

Unreal Blueprints

Gameplay Prototyping

Documentation

3D Modelling

Procedural

LANGUAGES

- English (Fluent)
- Dutch (Native Speaker)
- Turkish (Fluent)
- French (A2)

ABOUT ME

I'm a 23 year old game developer with a passion for game design. I love to design mechanics and game systems in prototypes using rapid development and the iterative process. Working with new people is amazing. New people new experiences and things that I can learn from them. I have a determined mindset and I'm really passionate about learning new things. As a team player I proactively try to bring a smile to those I work with, it makes me happy as well. When I work on a project, I give it my all in a organized and driven way and I'm not scared of failure as it's on the path towards success.

WORK EXPERIENCE

2021

Assistant-Teacher
DAE Howest | Physical | Summer 2021

2019

Warehouse Work (Student-Job)
Megastore 3 | Physical | Summer 2020

2017

Restaurant Work (Student-Job)
Friet Corner | Physical | 2017 - 2019

2016

Freelance Website Designer
Remote | 2016 - 2018

HOBBIES

Reading	Gaming

3D Printing	Tabletop

EXPERTISE

- C#
  - Quality Control
  - Object - Oriented Methodologies
  - Game Programming patterns

- Unity Engine
  - Coding & Conventions
  - Post Processing Stack
  - Shader Graph
  - Mekanim
  - Developing UI Tools

- Unreal Engine 4
  - Blueprints
  - Tools
  - Conventions

- Gameplay Prototyping
  - Designing on Paper/Digital
  - Rapid Development and Itterations
  - Value Tweaking and Experimentation
  - Machinations.io Diagrams

- Documentation
  - Detailed Notes & Logs
  - Setting up and using HDD/GDD