

# Bulut Karakaya

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## Career Objective

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With over 15 years of pioneering game development, I've led teams in creating award-winning titles by mastering Unity and Unreal engines. My journey spans co-founding indie studios and pushing creative boundaries in the UK's gaming landscape. Currently, I'm contributing to a highly anticipated project that promises to captivate audiences worldwide. Looking ahead, I aim to position myself at the forefront of merging AI with game development, exploring how artificial intelligence can transform player interactions and gameplay depth for future projects, setting a new standard for immersive experiences.

## Work Experience

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- March 2021 - Present**      **Lead Programmer - Ustwo Games, U.K.**
- Lead Programmer on Monument Valley 3
    - Managing 3 senior programmers and an intern.
  - Lead Programmer on **Desta: The Memories Between**.
    - Managing 3 senior and a junior programmer.
    - Best Mobile Game - 2023 Develop:Star Awards and several other rewards
- July 2018 - March 2021**      **Senior Gameplay Programmer - Jagex Ltd, Cambridge, U.K.**
- Worked on an unannounced Action-RPG game using Unreal Engine 4, C++.
  - Developed responsive combat mechanics and gamepad controls including aim assist, AI positioning, and high-level networking for gameplay mechanics such as abilities and hit reactions.
- Oct 2016 - June 2018**      **Lead Unity Programmer - Digit Game Studio, Dublin, Ireland**
- Worked on **Star Trek: Fleet Command**, for IOS and Android using Unity, C#
  - Managing a senior and a mid-level programmer.
- Nov 2014 - May 2016**      **Co-founder / Technical Director - Pera Games, Istanbul, Turkey**
- Raised seed capital for the startup, and successful Kickstarter campaign.
  - Designed and developed **Overfall**, emphasising intuitive gameplay and procedural generation within a rogue-like RPG for Steam with a team of 9 people.
  - Presented Overfall at Unite'16 as a showcase game.
- March 2014 - Sept 2014**      **Project Partner - GriPati Digital Entertainment, Istanbul, Turkey**
- Created **Egg Fight** a multiplayer fast-paced fighting game for IOS and Android using Unity, C#
  - Responsible for the programming and partial game design.
- Jan 2013 - Feb 2014**      **Co-founder / Technical Director - Tart Games, Istanbul, Turkey**
- Leading a cross-disciplinary team of 6 to deliver **Kixel** a multiplayer 3d soccer game for Facebook and IOS.
- Aug 2012 - April 2013**      **Software Engineer - Tart New Media, Istanbul, Turkey**
- Managing 2 junior programmers.
- Sept 2010 - Dec 2011**      **Gameplay Programmer - Gravi, Istanbul, Turkey**
- Worked on **Gravi Floor**, an interactive playground which features various mini-games.
- June 2009 - Aug 2009**      **Prototype Intern - Stupid Fun Club, Berkeley, USA**
- July 2007 - Sept 2007**      **SDET Internship - Microsoft Corporation, Redmond, USA**

## Education

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- May 2010**      **Carnegie Mellon University (CMU) - Entertainment Technologies Center, Pittsburgh, U.S.A**
- Master Of Entertainment Technology (MET)
  - Created **SurfaceScapes**, a D&D experience on Microsoft Surface table. Presented in GDC'10 and PAX East.
  - TA for **Building Virtual Worlds** course.
- May 2008**      **Sabanci University (SU), Istanbul, Turkey**
- Bachelor of Science degree in Computer Science and Engineering (CS)
  - TA for VA433 **3D Modeling** and VA434 **3D Animation** course.

## Certificates

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- Aug 2020**      **Machine Learning - Stanford University (Coursera)**
- Oct 2020**      **Neural Networks and Deep Learning - DeepLearning.AI (Coursera)**
- Oct 2020**      **Improving Deep Neural Networks - DeepLearning.AI (Coursera)**

## Skills

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**Proficient:** C#, C++  
**Engines & Libraries:** Unity, Unreal Engine 4  
**Version Control:** Git, Perforce  
**Language:** English (fluent), Turkish (Native)  
**Additional:** Maya, AfterEffects, PhotoShop (for programmer art)

## Interests

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Certified diver, tango dancer, Wing-Tsun practitioner, snowboarder and aerial acrobat.  
I also like games ([Link](#)) and reading ([Link](#)).