**Can Berk Sahin**

**CV**

07534607404 ● Location - UK, London ● Canberksahin97@gmail.com

Portfolio - https://canberksahin.com/

**EXPERIENCE**

**Junior Unity Developer** Jan. 2022 – Present

Dominic Harris Studio. | London, UK

* Worked on implementing a WebGL/Mobile based interactive artwork application on the collaborative Metamorphosis Unicus project.
* Solo Developed Walt Disney collaborated artworks: Snow White & 7 dwarfs, Mickey, and Minnie interactive collections based on life size projection mapping & real sense skeleton gesture tracking.
* Creating, maintaining, and improving pipelines and workflows in collaboration with the project lead.
* Creating proof of concept tools for quickly executing tests.
* Working with the wider team to create full spec production workflows and tools.
* Collaborating with developers, 3D artists and animators to execute innovative and beautiful Artworks.
* Designing and implementing system designs with unique technical problems not common in the real-time industry
* Maintaining and improving upon existing Unity developments.
* Building and help develop UE4/UE5 procedural artwork using blueprints and the Niagara system.

**Technical Artist Intern & Programmer** May. 2021 – December 2021

Fireslug Studios | “Project Ashborn” | London, UK

* + Development Lighting overhaul – Created a lighting system to set the mood to the game and added particle effects to interactable objects.
	+ Fixing shading bugs on emissions of characters.
	+ Collaborating with Artists, creative directors, and technical engineers through a handful of meetings per week to ensure workload is being handled correctly for promotional launch.
	+ C# scripting for main menu navigation, gameplay, development, and animation sequences.
	+ Terrain bug fixes
	+ Optimising UI and post processing stack to increase performance issues on Mac build.
	+ Combat beta release along with weekly fixes + visual updates
	+ Health System UI overhaul

**Indie Game Development**  Feb. 2021 - April. 2021

Rapid Ideation project | “Actions Have Consequences” – Falmouth University

* + 2D platformer – Unity3D – Solo developed within 2 weeks for MA game development module.
	+ Roles include but not limited to, Core gameplay mechanics, level design, optimisation, asset creation, sound design, and implementation.
	+ Released on itch.io with 1200+ downloads since April 2021 with no marketing efforts

**EDUCATION**

**Falmouth University** | Master of Arts in Game Development Expected Jan. 2023

* Part-Time / Flexible Online
* Development practice 71% / Co-creative design and development 73% / Game start-up 65% / Game Development 70%
* upcoming modules – Dissertation (Major final project)

**Brunel University** | Bachelor of Science in Computer Science Sep. 2017 – July 2020

* 2:1 classification
* College of Engineering, design & Physical Science (CEDPS) academic excellence Scholarship Awarded all 3 years.
* (Key Modules): Group project Y1, Software design & implementation, Group project Y2, artificial intelligence, cyber-security, Final year project (dissertation), human-computer interaction, usability engineering and networks and operating systems.

**SKILLS**

C# .NET API, Java, Python, HTML5, SQL, Unity3D, Version Control (Git, Plastic), Visual Studio code, OOP, | Windows OS| Mac OS | Linux Ubuntu | Microsoft Office | Adobe Photoshop | Blender | Adobe After Effects | Sony Vegas Pro | Unreal Engine 4 & 5

References available upon request.