

Talha Soylu

Game Dev. | Gameplay Dev. | AR Dev. | Unity Specialist | Computer Engineer

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COMPUTER ENGINEER

I graduated with a degree in Computer Engineering in 2023. Since my second year of university, I have been active in the professional world. In addition to developing 6 individual projects using C#, I have managed 2 large game projects for the company I worked for and developed over 30 mini-games. I also have a project developed with Java Spring Boot and a bot project built using Python Selenium.

PROFESSIONAL EXPERIENCE

Silver Globe Corporation (Indie Developer) [↗](#)

Mar 2024 - Present

Game Developer

I continue developed the **Rocket Upwards** and **Hazel Hunt** games for mobile platforms using Unity Engine. I am responsible for ensuring the continuity of the game by utilizing the latest Unity technologies. Accomplishments; **C#, Multiplayer, Rest API, Web API, Adsense, Firebase, IAP** etc.

SmartICT Bilişim A.Ş. [↗](#)

Aug 2023 - Mar 2024 (7 months)

Computer Engineer

I fulfilled my duties in the analysis and development process of a project using HAVELSAN Kovan infrastructure based on **Java Spring Boot**.

Intern Backend Developer

I developed a bus route management system using **Java Spring Boot** with **Hibernate** and a **PostgreSQL** database. (Available on Github)

Intern AR Developer

I developed a project using Unity **ARKit** for **real-time face and eye tracking**. (Available on Github)

Minerva Teknoloji A.Ş. (Part Time Student) [↗](#)

Mar 2021 - Feb 2024 (3 years)

Game Developer

Managing the development process of the **Braincraft** and **Braincraft CSM Tests** games for mobile platforms using Unity Engine and **C#**, I coordinated the project with my team members. I ensured the implementation of systems such as **Web API** communication, **multiplayer data transfer**, and **IAP**. Additionally, I developed over **30 mini-games** and contributed to the development of educational tests.

TECHNICAL SKILLS

Programming Languages : C#, Java, C++, Python, JavaScript

Frameworks and Engines : Unity, Firebase Frameworks (Analytics, Authentication, Firestore Database), Play Games & Game Center Plugin, Java Spring Framework

Libraries : LevelPlay, Photon, Arkit, DoTween, i2Localization, Selenium, Hibernate, etc.

Tools : GitHub, Git, Trello, Postman, Docker, Swagger, Adobe Photoshop, Aseprite

Miscellaneous Skills : Design Patterns, OOP, IAP, AR, Eye & Face Tracker

NOTABLE PROJECTS

Rocket Upwards ([Game Link](#))

A 2D "Icy Tower"-like game that I developed entirely myself, available on Google Play Store and the App Store.

Braincraft CSM Tests ([Game Link](#))

An educational game developed for Minerva Teknoloji company.

Braincraft ([Game Link](#))

An educational game developed for Minerva Teknoloji company.

Hazel Hunt (Available on Github) ([Game Link](#))

This is a multiplayer Game Jam project that I developed solo. It was created within 48 hours using Unity as part of Jamination 7. Later, it was refined for mobile platforms and evolved into its current state.

Outbreak Zone (Available on Github) ([Game Link](#))

It was developed with Unity for a capstone project. Using Unity ARKit, a mechanic to destroy enemies through face tracking was added. ARKit was used as the control scheme.

Eye Tracker (Available on Github) ([Video Link](#))

Developed with Unity ARKit, this project can track the user's eye and face, calculating and marking the position they are looking at on the screen in real time through iOS device matching. It is intended for use in games and various reading applications.

Geometrical Game (Available on Github) ([Video Link](#))

The first game I developed for acceptance by Minerva Teknoloji company.

Java Bus Transport (Available on Github) ([Project Link](#))

A transportation management system where city stations, neighborhoods, districts, and buses are added, and bus routes are determined. The project aimed to strengthen Core Java skills and gain familiarity and proficiency with Spring Boot and other technologies used in the project.

PERSONAL NOTES

I have made hitchhiking a summer hobby to meet new people and discover new places. Additionally, I strive to make creating everything we cannot do in reality through video games a principle. To develop my gaming culture, I enjoy experiencing classic game series to broaden my horizons. I have made game development a part of my life, both professionally and as a hobby, enjoying it with filter coffee. Since I enjoy the night, silence, and seaside walks, I go for a walk on the beach every week, discussing my ideas with myself and friends. I love pushing the boundaries of new technologies, exploring what they can do, and tinkering with what they can't, to see what I can create with my imagination.

EDUCATION

Çankırı Karatekin University

Bachelor of Engineering in Computer Engineering - GPA 3,10

2019-2023

REFERENCE

Raşit Tevfik SAKA - Senior Backend Developer

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