

Berkay Kuş

Junior Game Developer

A driven and enthusiastic game developer with a strong passion for creating memorable gaming experiences.

Experience

Game Developer Intern [@GameCircle](#)

Jul 2024 - Sep 2024 · Istanbul, Turkey

Designed and developed a multiplayer game using Unity & Photon, built with WebGL and optimized for PC & mobile.

Education

BSc Computer Engineering [@Gedik University](#)

Oct 2020 - Nov 2024 · Istanbul, Turkey

Thesis was written on the topic of [RPG Development in Unity](#).

GPA: 3.58/4.00

Projects

Explore my projects in detail on [berkayw.com](#)

Contact

 [berkayw.com](#)

 [Berkay Kuş](#)

 [berkayw](#)

 berkay.gdev@gmail.com

 [+90 \(538\) 374 95 69](tel:+905383749569)

Skills

Programming

C# (3 years), C/C++ (1 year), Java (1 year) and MSSQL.

Tools

Unity, Git, Rider and Notion.

Libraries

Photon, NGO, Mirror, Steamworks (FacePunch), UGS (Multiplay, Relay, Lobby).