



Kemal Çağlar Güler

Gameplay Programmer

I am a passionate gameplay programmer who loves gameplay and sound implementation equally. I have loved games since childhood and always dreamed of being a game developer. I am thrilled that I have finally achieved my dream, and I am excited to have the opportunity to work with talented and fabulous teams to create incredible games.



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TECHNICAL AND SOFTWARE SKILLS

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|--------------------|---------------------------------------------------|------------------------------------|----------------------------------------------------------|
| Programming | C#, C++, Java, Python | Game Engines and Middleware | Unity, Unreal Engine, Wwise |
| IDE | Visual Studio, JetBrains Products | Documentation | Microsoft Office Word, Excel and PowerPoint, Google Docs |
| Other | 3DS Max, Audacity, SVN, Plastic SCM, Jira, Monday | Development Platforms | PC, Xbox, Android, IOS |



WORK EXPERIENCE

Gameplay Programmer(Remote) BetaDwarf ApS

08/2021 - 02/2024

Copenhagen, Denmark

BetaDwarf is an ambitious company where we push the boundaries of co-op games to create lifelong friendships all around and across the world.

Achievements/Tasks

- I am primarily responsible for resolving all audio-related bugs, improving audio file import settings, and implementing new gameplay features. My role also involves creating and integrating audio for new cards, ensuring that the audio matches their animations, and enhancing the overall immersive audio experience for Minion Masters and Minion Masters Remastered players.
- We have re-implemented the code base of the most extensive game mode in Minion Masters, called the Adventure mode, in Minion Masters Remastered. In this mode, you can play solo or co-op with a friend and defeat bosses to unlock new relics, cards, and gameplay elements as you progress through the adventure.
- Implemented Mastery Campaign mode, which is the Adventure-like mode where you can learn most of the master's abilities and their tips and tricks with some unique cards that you can add to your deck.
- Implemented new Adventure chapters into game, like Frost Dragon's Lair, Kaboom Kingdom and The Showdown.
- In the old version of Minion Masters, we implemented changes in the code project, which converted all playable arenas from prefabs to actual additive scenes.

Gameplay Programmer MadByte Games

04/2019 - 07/2021

Istanbul, Turkey

MadByte Games is a game studio company founded in Istanbul in 2012. They are known with their well-known MMOFPS game called Zula.

Achievements/Tasks

- My main job was implementing sound elements into every game mode, gameplay feature, and lobby interaction. We were using Wwise as the audio middleware solution, and I was responsible for it. My most significant task for sound implementation was designing and implementing all the sounds and audio events in our Battle Royale mode.
- I had the privilege of working on the voice chat feature in our competitive and Battle Royale mode. We were using TeamSpeak 3 as the voice chat solution. I was responsible for implementing the UI interaction, creating channels for upcoming clients, and handling server interactions between the TeamSpeak server and clients in the game.
- There was an update that will have an attendance (daily login) system in the lobby. I implemented UI interactions, the whole system behind the client requests and responses, and the backend communication of that page.
- Implemented a new game mode, which is called pistol low ammo. This mode lets you play with the Desert Eagle, starting with just four ammo. You get ammo reserve for your weapon according to your kill style (with Desert Eagle, with Knife, etc.).
- I have added a distance calculation feature in the Battle Royale mode. This feature helps players find the distance between their location and the next play zone. It provides the player with information about how far they are from the next play zone, allowing them to strategize and plan accordingly.



WORK EXPERIENCE

Game Programmer

ODTÜ ATOM

07/2018 - 04/2019

Ankara, Turkey

The aim of the center is providing various supports to the teams operating in the fields of game development for a year.

Achievements/Tasks

- Game developer and founder at our start-up company, Byte Busters. We tried to develop and enhance our GGJ 2018 game, The Crowd, and established a new pirate-based game called The Ocean Shadow.
- I Implemented new gameplay elements to our original GGJ 2018 game, The Crowd. The main objective was gathering people around to fight with the other team by colliding with the other team, whose purpose is also the same as yours.
- I created the game design and implementation of the code base of the newly implemented game, The Ocean Shadow. The game was based on a 2D pirate ship driving game, including a small storyline and combat with other pirate ships you encounter. It was a level-based mobile game.

Gameplay Programmer/QA Intern

TaleWorlds Entertainment

08/2016 - 10/2016

Ankara, Turkey

Achievements/Tasks

- During on my internship, I was assigned to help to the company to develop their highly anticipated game called Mount & Blade II: Bannerlord.
- One of my responsibilities were testing and reporting bugs for Mount & Blade II: Bannerlord.
- Also had the privilege to work on new features and organize the code base into a simple game that teaches how to code to teenagers.

Students Assistant (Programming and Game Development)

TED University

10/2016 - 01/2018

Ankara, Turkey

Achievements/Tasks

- As a successful student, I was offered a position as a teaching assistant in the Computer Science department to help professors at lab sessions of the classes and certificate programs our department has provided.
- I assisted professors during lab sessions at the Digital Game Development Certificate Program in collaboration with TaleWorlds Entertainment.
- As a lab assistant for the Fundamentals of Programming I course, I helped my professors in lab sessions.



EDUCATION

Digital Game Design M.A.

Bahçeşehir University

09/2018 - 08/2022

Istanbul, Turkey

Thesis Name

- Deck of Sounds: Usability of Pattern Language for Sound Design in Dead Space Franchise
- https://www.researchgate.net/publication/369093180_DECK_OF_SOUNDS_USABILITY_OF_PATTERN_LANGUAGE_FOR_SOUND_DESIGN_IN_THE_DEAD_SPACE_FRANCHISE

Computer Science BSc.

TED University

09/2013 - 01/2018

Ankara, Turkey



CERTIFICATES

C++ Programming Language - C & SYSTEM PROGRAMMERS ASSOCIATION MAIN BRANCH— ISTANBUL (02/2021 - Present)

Program of C++ Programming Language organized by C & System Programmers Association for a period of 96 hours.



INTERESTS



Hiking



Playing Guitar



Travelling



Concert Goer