

# Curriculum Vitae

## PERSONAL INFORMATION

### Yucel Karamanli

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## POSITION

### Game Developer

## WORK EXPERIENCE

30 Jun 2014–Present

### Game Developer

Skyfish Studios LTD, Canton (Cardiff)

- Programmer
- Co-founder and Project Leader
- Business and Marketing Manager
- Puzzle Designer
- Game Concept Designer

## EDUCATION AND TRAINING

14 Sep 2007–14 Jul 2011

### Bachelor of Science in Games Development And Artificial Intelligence

2:1

University Of South Wales, Newport (United Kingdom)

#### Majors:

- High Level Games Development and Design
- Artificial Intelligence
- Software Engineering
- Mathematics

#### Minors:

- System Analysis and Design
- Database Analysis and Design
- Data Management
- Operating Systems
- Agent Development and Design.

9 Sep 2006–30 May 2007

### National Diploma at IT and Computing

Level 3

Coleg Glan Hafren, Cardiff (United Kingdom)

- Software Engineering (Java)
- Web Design (HTML & Java script)
- Mathematics
- English Literature.

## PERSONAL SKILLS

Other language(s)	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
Turkish	C2	C2	C2	C2	C2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user  
Common European Framework of Reference for Languages

- Communication skills**
- Good communication skills gained through leading a team, pitching game concepts to investors and exhibiting game projects on gaming events.

- Organisational / managerial skills**
- Good team-leading skills gained as being a project leader - Currently responsible of team of 3 people.
  - Good organisational skills gained as working with Wales Creative Industries and Microsoft to deliver a project..

- Job-related skills**
- C++ and Objective-C experience. ( As a developer I was responsible of developing games in cocos2dx v3.10 and cocos2d v2.1 )
  - Cross Platform Development - ( Currently responsible of developing games as IOS, MacOS, Win32, Win8.1 and WUP apps. )
  - HTML and CSS - ( Currently responsible of website development for games we publish. )
  - UnityAd, Admob and AdColony SDKs - ( During the development of our first game with in the company I was responsible of integrating SDKs of advert providers into the game in order to maximise revenues. )
  - WWise SDK - ( On our current project, we integrated a powerful sound engine developed by Audiokinetics. )
  - OpenGL ES and GLSL shaders - ( On many occasion, I had to make use of shaders to improve player experience by adding special graphical effects for games we developed. )
  - Source code Control ( Git and Github for source code and version control.)

## Digital competence

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

Digital competences - Self-assessment grid

## ADDITIONAL INFORMATION

### Projects **Elise : Unpainted Memories** (August 2015 to present)

Acting as project leader and game developer. I am also responsible for Business and Marketing. Between August 2015 and December 2015 we worked on a prototype and prepared our project proposal and business plan. In December 2015 the project proposal submitted to the Microsoft Greenhoots Programme was awarded and funded by Creative Industries and Microsoft. It also has been recognised and won exhibition spots on various gaming events. (Digital 2016, Digital Dragon 2016, Intel Buzz workshop- London) The game will be published by Skyfish Studios in the coming months.

### **A Mechanical Story** (September 2013 to August 2015)

Acted as a project leader and game developer. The game was published by Skyfish Studios on November 2014. It won the annual Bafta Cymru Award for Games and Interactive Experience(2015). In August 2015, the game was updated and converted to a free to play model with in-game adverts & in-app purchases.

- Interests & Hobbies** Video Games, Technology, Reading, Mountain Biking, Attending to Gaming Events

