



BUSHRA ASHRAF

GAME DEVELOPER

[Portfolio Link](#)

About Me

I am a game developer with 3 years of experience, including 2 years as a Unity Developer working on 3D, 2D, and multiplayer games. Currently, I'm expanding my skills in game design and Unreal Engine development, passionate about creating unique and innovative gaming experiences.

Contact

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📍 Istanbul, Turkey

Technical Skills

Game Development: Unity3D, Unreal Engine 4, Virtual Reality Fundamentals, Playfab, AWS

Programming Languages: C#, JavaScript, Java, C, HTML5, CSS3

Version Control & Collaboration: Git, GitHub, Trello, SVN.

Additional Skills: Multiplayer, AI, Mobile Game Development, VR, Photon, PlayFab, AWS

Design Tools: Figma, Adobe XD

Other Skills

Certifications: Discover the XR Interaction Toolkit for VR from Zenva and Introduction to Game Development from Coursera.

Conferences: Attended the Making Games Meaningful workshop by Eric Zimmerman, organized by the Games for Change Türkiye Chapter.

Professional Development: Participated in Major League Hacking's Local Hack Day and attended a Game Development Workshop during my bachelor's studies.

Volunteering: Volunteered at the Games for Change Türkiye Chapter Conference and served as a Core Team Member of the Google Developers Student Club during my bachelor's.

Languages

- English
- Turkish

Education

Master's in Game Design

Bahcesehir University
2023 - Present

Bachelor in Software Engineering

COMSATS University
2017 - 2021

Experience

Unreal Developer

2024 - Present
Studio Femme Fatale

- Developing and managing the development side of the project

Senior Unity Developer

2022 - 2023
Raven Interactive

- Built two 3D simulation games from the ground up, gaining experience in game design, programming, and project coordination.
- Developed reusable modules like XP and Sandbox Time Controllers to enhance software structure and scalability.
- Created a Foosball game using Unity's Physics Engine, focusing on 3D game mechanics and problem-solving.
- Led a multiplayer VR project demo, taking responsibility for most aspects of development, including player controller functionality, statistics tracking, and player mechanics.

Unity Developer

2022 - 2023
Rift Games

- Developed mobile games in Unity across various genres, including multiplayer, 3D, puzzle, and RPG.
- Led a game project as a senior developer and mentored interns.
- Worked on VR/AR projects, including Oculus development.
- Built an SDK with multiplayer using Photon and backend integration with PlayFab via API calls.
- Researched blockchain, cryptocurrency, and NFTs for gaming applications.