

Can Ür

As a game and web developer I am very patient, which is how I gained a lot of experience working independently, but I also like to collaborate with others. I am very social and capable of learning new skills at high speed. I am always open to constructive criticism. I quickly come up with out-of-the-box ideas. I also really enjoy contributing to Marketing, Branding, and UX/UI Design.

EXPERIENCE

University of Amsterdam — Full-Stack Web Programmer

APRIL 2024 - MARCH 2025

I worked at the UvA and significantly contributed to the development and implementation of the new Lab Tool web platform, for use in research within the Faculty of Social and Behavioural Sciences. This encompassed the entire package, from Backend (Relational Databases) to Frontend, and all interactions between them.

Bad Optics! The Gamified Political Compass — Solo Game Developer

SEPTEMBER 2021 - AUGUST 2022

On my own, I completely developed a full web game project as an indie game developer from initial concept to final development, including publication, marketing, community building, monetization, with regular updates. I developed this web game in Unity (C#) and HTML5, and it entirely originated from my own vision.

<https://canpixel.com/BadOptics/>

Coöperation A Bunch of Hacks U.A., Amsterdam — Audio Programming & Design

SEPTEMBER 2020 - FEBRUARY 2021

Activities concerning audio systems in their in-house C++ engine.

For the official launch of Epicinium (turn-based strategy game) on Steam, I developed nuanced audio systems that significantly improved the in-game quality of the experience. I also produced and implemented the majority of both intuitive sound FX and originally composed music into the system, which greatly enhanced the depth and quality of the game. <https://abunchofhacks.coop/>

EDUCATION

Game Development, University of the Arts Utrecht— Diploma - Creative Media and Game Technologies

AUGUST 2017 - MARCH 2023

Graduated HBO Bachelor diploma, with Honors

In 2019, I had the opportunity to successfully exhibit a game project (Koo-Koo) at the Game Developers Conference in San Francisco, as part of Alt.Ctrl.

<https://canpixel.com/kookoogame.php>

HAVO, Coornhert Lyceum, Haarlem — Diploma

SEPTEMBER 2011 - JULY 2016

Nature and Technology (N&T) Profile

The Netherlands
canur@canpixel.com
www.canpixel.com
(Portfolio)



SKILLS

Object-Oriented Programming

- Java
- C# / Unity
- C++
- Python
- LUA

UI / UX Design

Web Development (Full-Stack)

- HTML5, CSS3
- PHP (CakePHP)
- MySQL
- Javascript (jQuery)
- React

Electrical Engineering with
Development Boards (STM32,
Arduino / C++)

Video Editing

Music theory, Composition
Audio Design for applications

HOBBIES

Composing & Songwriting

Philosophy, writing: Abstract
thinker

Design: Always creative

Deep Research: Eager to learn to
the max!

Playing guitar, performing: My
total passion is music, I play guitar
in 2 bands and I also do
drumming.

LANGUAGES

Dutch (Native)
English (Fluent)
Turkish (Conversational)

