

# MUHAMMET ENES YÜREKLİ

## UNITY GAME DEVELOPER

### PROFESSIONAL SUMMARY

I am a second-year Computer Engineering student with a deep passion for game development and the world of software. I constantly strive to improve myself by pushing my limits. I develop 2D and 3D games for mobile and desktop platforms using the Unity game engine and C# programming language. In my projects, writing clean code, solving bugs, and maintaining a professional approach are very important to me.

### CONTACT

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### EDUCATION

2023 - Now Balıkesir University - Computer Engineering

### SKILLS

**Programming Languages:** C#, Python, JavaScript, Node.js

**Game Development:** Unity

**Version Control:** Git, GitHub

**Tools & Software:** Visual Studio, VS Code, PyCharm, Blender

**Multiplayer Frameworks:** Photon

**Soft Skills:** Team Collaboration, Time Management, Continuous Learning

### LANGUAGES

- Turkish (Native)
- English (Intermediate)

### PROJECTS

#### • Fruit-Merge

A casual puzzle game where players merge similar fruits to achieve higher scores.

Link: <https://github.com/0Alduin0/FruitMerge-Game>

#### • BlackJack

A digital rendition of the classic Blackjack card game.

Link: <https://github.com/0Alduin0/BlackJack-Game>

#### • Shooter-Game

A first-person shooter prototype developed in Unity using C# and Photon.

Link: <https://github.com/0Alduin0/Shooter-Game>