

ALPEREN GEZER

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Background |

Alperen Gezer is a real time graphics programmer, born in 1994. Currently studying Software Engineering Bachelor's at Bahcesehir University. He's been doing programming since middle school. He's now focused on developing a Multi Platform Modern Renderer in C++ since 2013. He is up-to-date on the real time rendering techniques, PBR, post processing, complex shadow effects and many more. He implemented graphics techniques such as Deferred Rendering, Cascaded Shadow Maps, Ambient Occlusion and multi-point light shadowing with cubemaps using C++ and D3D11.

Experience |

Android Game Developer -

Gram Games Intern (15-06-2015 to 30-07-2015)

Projects |

Yume Engine (Dream Engine) (2015-Present)

[Github](#) (open source)

Designed to be multi-platform, stateless, data oriented and as efficient as possible. This engine strives to be platform dependent. The development is early stages but is going fast. It is planned to support Linux, Windows and Android for the initial release. After those are complete the roadmap for platform support has PS4 and Xbox development. See Readme at github for more information about this project.

Arken Graphics (2012-2014)

[Github](#) (open source)

This engine runs on Windows only, uses C++ and Direct3D 11. I've abandoned this project to move on to Yume Engine whose focus is to be platform dependent. Cascaded Shadow Maps, Deferred Rendering, Ambient Occlusion, FBX model loading, simple HUD system, GDI+ Font loading, Multi-threading, Omnidirectional Shadows, Deferred Shadows are examples of the demos developed with this engine.

Form8 (2015-2015)

[Github](#) | [Play Store](#)

Form8 is an Android Arcade game developed in Unity3D. It is basically a puzzle in 3D where you control 2 balls to get past blocks.

Skillset |

Strong 3D Graphics Theory and Math knowledge.

Strong C/C++ Programming skills.

Strong knowledge of D3D11 and HLSL, good knowledge of GLSL, OpenGL

Low-level engine design and good knowledge of GPU/CPU Architecture.

Good experience of Linux development and integration.

Good knowledge of Linux graphics programming, multi threading, packaging.

Good code optimization/debugging skills.

Multi-threaded programming experience

Languages: C/C++, HLSL, GLSL, Unix Shell, Lua, Python, Ruby, Java, C#

Strong verbal and written communication skills.