

# Alper Sari

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## Education

- 2019–2023 **Bachelor - Computer Science**, *Bilkent University*, Ankara - Turkey.  
2015–2019 **High School - Diploma of Science and Mathematics**, *Adana Final Fen Lisesi*,  
Graduated with an average of 99.5/100.

## Work Experience

- 2020–2020 **Internship**, *Uncosoft*, İzmir.  
I applied for an internship position at Uncosoft, who are known for their casual and hypercasual games. I was tasked to develop a working prototype for their planned game that had the a skydiving theme. I created the prototype using Unity with some provided visual assets that I supplemented myself as was needed.

## Projects

- 2020-2021 **Project Team Member**, *CS319 Project*, Ankara.  
I worked on the development of a Monopoly board game for our CS319 course with 4 other team members. Java, JavaFX and Maven was used in its development, and I did work regarding the client side game logic. The project ran on a server-client system that was hosted with Amazon Web Services, and had functionality for video and voice chat.
- 2020 **Team Member**, *Rebuilding ECHO*, Ankara.  
I joined Global Game Jam 2020 where the initial demo of this project was made, in which I took the role of Lead Programmer and built most of the projects functionality excluding the user interface, alongside 4 other team members who took on the remaining roles.
- 2019–2019 **Solo Developer**.  
I created a simple template that can be expanded and used for isometric games. It was made in Godot game engine with GDScript as the language and the environment tiles were created by Ali Erkayiran. The demo has a full movement and basic animation system with collisions and enemy objects with "line of sight" functionality, which works using the ray-casting functions of Godot.
- 2019-2019 **Project Team Member**, *CS102 Project*, Ankara.  
I worked on a semester long project with 4 other students using Java on the MVC design pattern. The project was an exam system which worked using an "admin" and a "client" program, the user could create exams with different question types after which said exams could be distributed to machines running the "client" program which the students would use. I worked on programming and bug fixing the client model code during development.
- 2016–2017 **Solo Developer**.  
I have created a fully functional mobile game called "Boxeteer" during my 3rd year of high school. It was made on the 1.4 release of the GameMaker Studio engine, the assets used (Including images and music) were created by Ali Erkayiran, and the rest of the development was done by myself. The game received its final adjustments during July 2019 and was received well whenever tested in local circles. There is a planned remake of the project underway.

## Languages

Turkish	Native
English	Advanced
Russian	Beginner

## Knowledge Area

Basic	Selenium WebDriver, Python, Basys3 FPGA, SystemVerilog, UML, MySQL
Intermediate	Unity, Godot, GitHub, GDScript, GameMaker:Studio, GameMaker Language, Java, C/C++, C#

## Extracurricular Activities

January 2020– February 2020	<b>Site Coordinator for Global Game Jam 2020.</b>
2019–2019	<b>Gave "Entry to Game Development with GameMaker:Studio" classes as part of the Game Developers Club.</b>
2019–Present	<b>Founder and President of Bilkent Game Developers Club.</b>
April 2017	<b>Final School MUN Human Resources Council Chairman.</b>

## Achivements

2018	<b>Entrance to Bilkent University as a Comprehensive Scholarship Student.</b>
2018	<b>845th in the National University Entrance Exam Mathematics and Science category.</b>
2018	<b>58th in the National University Entrance Exam Foreign Languages category .</b>

## About me

I aim to work in the game development industry, despite the so far small amount of experience I have gathered in this sector, I have a lot of interest in this area as well as the willingness to put in work and learn whatever new skill may be required of me. I am determined to achieve higher expertise and professional experience in my chosen field.

## Hobbies and Interests

Game development, Archery, Target shooting, History