

# 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

- 2021–2021 **Internship**, *Mavis Games*, Istanbul.
  - Worked as a paid summer intern for Mavis Games through a 2 month period.
  - Helped lay the the groundwork and develop the core mechanics of a Match-3 puzzle game.
  - Prototyping done on Unity with company provided 2D assets.
  - Worked alongside lead programmer to deliver a scale-able and complete base game.

2020–2020 **Internship**, *Uncosoft*, İzmir.
  - Worked as a summer intern for Uncosoft.
  - Developed a working prototype for a skydiving themed hypercasual game.
  - Prototyping done on Unity3D with Creative Commons and company provided assets.
  - Worked alongside other interns in a competitive environment to deliver the most fitting product.

## Projects

- 2022-2022 **Project Team Member**, *CS 465 WebGL projects*, Ankara.
  - Created 3 small demos utilising WebGL with Javascript.
    - A 2D paint application to demonstrate arbitrary polygon operations.
    - A 3D tree generator to demonstrate hierarchical modeling.
    - A 3D seashell generator to demonstrate paramtric modeling and shading.
  - Worked alongside another CS major for 2nd and 3rd projects, solo work on the first project
  - All demos work directly with WebGL, and not middle-ground library such as three.js was used.

2022-2022 **Team Leader**, *You Are Die*.
  - Lead programmer and artist for an isometric top-down action GMTK Game Jam entry.
  - Developed the enemy AI and path finding systems, helped develop the basic combat system.
  - Open source terrain assets, supplemented by hand drawn pixel character art provided by our artist teammate.
  - Worked alongside another CS major and an Graphical Arts major.

2021-2022 **Project Team Member**, *Senior Project-Prexcel*, Ankara.
  - Prexcel is a presentation analysis software powered by machine learning and image processing technology, aimed at improving the users skill in presenting for remote meetings and classes.
  - Client-side programmer for user input handling and speech transcript analysis.
  - Worked alongside 4 other team members, using Python, Javascript and Electron-React.
  - Hosted on Amazon Web Services, with server-client architecture.

- 2021-2021 **Team Leader**, *Bound in Vengeance*.
- Lead programmer and artist for an isometric action adventure GMTK Game Jam entry.
  - Developed the movement and combat systems, helped develop the basic dialogue system.
  - Open source terrain assets, supplemented by hand drawn pixel character art.
  - Worked alongside a first year CS major, which provided good experience in project planning.
- 2020-2021 **Project Team Member**, *CS319 Project*, Ankara.
- Client-side gameplay logic programmer for an online Monopoly board game project.
  - Worked alongside 4 other team members, using Java, JavaFX and Maven.
  - Hosted on Amazon Web Services, with server-client architecture.
- 2020 **Team Member**, *Rebuilding ECHO*, Ankara.
- Lead programmer of a side scrolling platformer for Global Game Jam 2020.
  - Worked alongside 4 other team members, with original music and art created for the game.
  - Developed all existing movement and interaction mechanics present in the game.
  - Also hosted the jam site itself, as part of the game developers club.
- 2016–2017 **Solo Developer**.
- Created a fully playable hypercasual mobile game for Android and IOS, using GameMaker:Studio 1.4.
  - All art and music was supplied by a fellow developer interested in visual design.
  - First project developed and finished, 3rd year of high school.

## Languages

|         |          |
|---------|----------|
| Turkish | Native   |
| English | Advanced |
| Russian | Beginner |

## Knowledge Area

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

## Extracurricular Activities

- January 2020 **Site Coordinator for Global Game Jam 2020**.
- 2019–2019 **Gave "Entry to Game Development with GameMaker:Studio" classes as part of the Game Developers Club**.
- 2019–2021 **Founder and President of Bilkent Game Developers Club**.
- April 2017 **Final School MUN Human Resources Council Chairman**.

## Achivements

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