Alper Sarı

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Education

2018–2023   **Bachelor** - **Computer Science**, *Bilkent University*, Ankara - Turkey.

2015–2018   **High School** - **Diploma of Science and Mathematics**, *Adana Final Fen Lisesi*, Graduated with an average of 99.5/100.

Work Experience

2023–Present   **Part-Time Game Developer**, *Narcade*, Istanbul.
- Currently working as a part time game developer on several different mobile puzzle game projects.
- Did work on meta-game systems, player data management, UI programming and sequenced game events with a TDD approach.
- Projects utilise MVC patterns and dependency injection with a focus on event driven systems.
- Agile Sprint methodology used in project organisation, with JIRA.

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 parametric 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 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**, *Boxeteer*. ○ 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**.

Achievements

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** .