ALPER SARI

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Bilkent University CS Graduate of 2023. Game Developer, Game Designer and Graphics Programming enthusiast with an interest in gameplay programming and computer graphics.

EDUCATION

GRADUATED JULY 2023

BACHELOR'S IN SCIENCE, BILKENT UNIVERSITY

- Graduated from the Computer Science department of Bilkent University
- Received comprehensive scholarship during full study due to exceptional placement exam scores in science and mathematics categories.
- In addition to the required computer science classes, took technical electives in software management and testing as well as computer networks and computer graphics.
- Tutored bachelor's degree students on game design and development as part of Bilkent Game Developers Society.

EXPERIENCE

FEBRUARY 2023 – ONGOING

MOBILE GAME DEVELOPER, NARCADE

- Worked on casual puzzle games such as Friends Adventure Blast and Farm Bubbles, focused on UI programming and player data handling such as quest and stage progression.
- Used Unity2D, C#, Zenject, Odin Inspector, Jira and DOTween libraries.

JUNE 2021 – AUGUST 2021

MOBILE GAME DEVELOPER INTERN, MAVIS GAMES

- Developed a Match-3 based RPG game from scratch, working alongside the head designer and development lead of the company to deliver a scaleable and extendable product.
- Used Unity2D, C# and DOTween libraries.

JULY 2020 – AUGUST 2020

MOBILE GAME DEVELOPER INTERN, UNCOSOFT

- Implemented an endless-runner type gameplay prototype with multiple gameplay types, worked alongside project lead to refine and test the product before its delivery.
- Used Unity2D, C# and DOTween libraries.

ACHIEVEMENTS

- Founder and president of Bilkent Game Developer's Club (2019-2021)
- Bilkent University Comprehensive Scholarship student (2018-2023)
- Top 0.05th percentile in National University Entrance Exam Math and Science Categories (2018)
- IELTS Academic score 8.5/9 (2022)

SKILLS

- **Areas of expertise:** Game Development, Game Design, Gameplay Programming, UI Programming, Computer Graphics
- **Programming Languages:** C#, Java, Javascript, Python, C/C++, SQL, HTML, CSS, SystemVerilog
- **Technologies:** Unity, Godot, Gamemaker, WebGL/OpenGL, Zenject, Odin Inspector, DOTween, SQL, Selenium WebDriver, Basys3

RECENT PROJECTS

FRIENDS ADVENTURE BLAST, FARM BUBBLES, FARM BLAST, NARCADE

- Worked on main map screen UI navigation, pop up management, stage progression and complete sequences and world and UI layer camera handling.
- Performed several rendering optimizations for UI systems by analyzing and restructuring inefficient UI navigation systems, resulting in drastic performance improvements.
- Reworked existing player data and progression systems according to emerging market demand. Collaborated with 2 other developers and designers to create an easily customizable room decoration based progression system.
- Unity2D, C#, Zenject, Odin Inspector, Jira and DOTween libraries were used, and the projects were developed with Agile methodology and utilized Jira tracking.

PREXCEL(SENIOR PROJECT), BILKENT UNIVERSITY

- Collaborated with 3 other students to develop an assistant application for analyzing presentations and speeches given in an online environment, using speech and face recognition technologies
- Worked on speech transcript creation and analysis modules, as well as report generation of dependent on user's speech patterns and word choice. Performed majority of the management, progress analysis and reporting duties.
- Python, Electron with React, Javascript, Open Computer Vision, and AWS was used in the project. The development and collaboration was achieved through GitHub.

MATCH-3 RPG, MAVIS GAMES

- Integrated an scalable match-3 gameplay loop on a rectangular grid, with an additional gem pattern matching system for power-ups depending on the resulting pattern of same color gems.
- Created an extendable character and enemy system with unique powers and attacks that allow easy creation of new levels, utilizing scriptable objects.
- Utilized shallow-inheritance and OOP abstraction to handle gem power-up and character ability combinations, as well as making use of MVC patterns and Unity's Scriptable Object system, prioritizing a speedy workflow for game designers working on the project after delivery.

SKYDIVER PROTOTYPE, UNCOSOFT

- Created an endless runner genre of game prototype with multiple separate gameplay loops.
- Utilised Object Pooling to handle endless tiling of obstacles and terrain, and created a procedurally animated player character that switches seamlessly between different play areas and camera perspectives.
- Used Unity3D, with C# scripting to quickly develop a gameplay prototype for the company.