

# Alper Sari

Email : alper.sari.work@gmail.com  
Mobile No.: +90 505 456 48 56  
GitHub : <https://github.com/Arkzenir>  
Itch.io : <https://arkzenir.itch.io/>

## 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 including Farm Blast, Farm Bubbles and Friends Adventure Blast.
  - Contributed to the launch process of Friends Adventure Blast through adding new features and fixing critical bugs.
  - Did work on meta-game systems, player data management, UI programming and sequenced game events with a Top Down Design approach.
  - Utilised MVC patterns and dependency injection, with a focus on event driven design for the UI elements.
  - 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*, Izmir.
- 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. ([Link](#))
    - A 3D tree generator to demonstrate hierarchical modeling. ([Link](#))
    - A 3D seashell generator to demonstrate parametric modeling and shading. ([Link](#))
  - Worked alongside another CS major for 2nd and 3rd projects, solo work on the first project
  - All demos work directly with WebGL, and no middle-ground library such as three.js was used.
- 2022-2022 **Team Leader**, *You Are Die* ([Link](#)).
- 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 a Graphical Arts major to deliver a simple top-down hack and slash experience.

- 2021-2022 **Project Team Member**, *Senior Project-Prexcel* ([Link](#)), 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* ([Link](#)).
- 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-Monopoly* ([Link](#)), 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* ([Link](#)), 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* ([Link](#)).
- 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#, Zenject, 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 .**