İlhan Bahadır Yavaş

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As a dedicated university student majoring in Game Development, I have a genuine passion for immersive technology and a robust academic background. Throughout my educational journey, I diligently tackle intricate programming courses, striving to grasp complex concepts and conquer challenging projects. Fueled by an unwavering commitment to learning and problem-solving, I relentlessly surmount obstacles to advance in the dynamic realm of game development. My steadfast dedication propels me toward continual growth as I contribute to groundbreaking solutions within the gaming industry. I am eagerly seeking opportunities that will allow me to apply and refine my programming skills and immerse myself further in the captivating world of game development.

SKILLS & COMPETENCIES

- Game design and development
- Game mechanics and level design
- Game asset creation and implementation
- Game performance optimization
- Project management
- Team collaboration and communication
- Enemy behavior design
- Scripting languages (C++, C#)
- Game engine proficiency (Unity, Unreal Engine)
- 2D and 3D art and animation
- User experience (UX) design
- User interface (UI) design
- Design and code review
- Version control systems (Git)

Projects

Small Games Using OpenGL — Term Projects

Worked on two games using OpenGL and GLUT in C language. Implemented basic game mechanics like chasing an entity, changing shape, and following a specific line with a given acceleration.
https://github.com/Bahoyvs/OpenGL_Games

BOA-Gamejam — Event

I participated in the BOA-Game Jam, a 48-hour game development event at Bilkent University C Building. I collaborated with fellow developers to conceptualize, design, and implement a game within the time constraints of the jam. This experience enhanced my ability to work under pressure, collaborate effectively in a team environment, and rapidly prototype ideas.
https://github.com/Bahoyvs/BOA-Gamejam

CTIS ZombieGame — Small Group Project

This game is an innovative 2D/3D hybrid multiplayer cooperative PvE game set in the CTIS faculty building at Bilkent University. Developed by a passionate group of creators, it combines exploration, puzzle-solving, and teamwork. Players navigate the intricate 3D environment while controlling unique 2D characters.

Developed in Unreal Engine 5.1.1 and used Blueprints.

https://github.com/Bahoyvs/CTIS_ZombieGame

Education

B.S. Computer Technologies and Information Systems (CTIS)
Bilkent University (2021 - 2026)