Cemil Sahin

I am working on Unity for a year and passionate about developing mobile games to improve myself. I took crucial courses on computer science in my university such as OOP and Data Structures & Algorithms. I improved myself not only on game development but also the engineering perspective of programming by considering efficiency and readability of the code.

Project

[GitHub Link](#)

Labyrinth Game *Rolling Maze – Unity3D / C# / Blender*

Player tries to escape from a circular labyrinth by controlling a rolling ball with swipe operations. The game includes five levels each having unique map.
I have learned fundamentals of Unity3D, swipe controllers, use of game objects and scene management.

[GitHub Link](#)

Word Matching Game *Slord – Unity2D / C#*

Try to match the shown word by moving the letters on x-axis and y-axis. Try not to take hints or move the letters too much to gain more points. It includes 56 different levels.
I have implemented intensive for loop algorithms and math functions to relocate game objects.

Experience

October – October 2022

Participant *Unithon Engineering (Competition) – Peak Games*

We developed features for Toon Blast as a team such as adding bomb and presented the work we did to Peak engineers after one full-day development period.

July – September 2021

Intern *IMES Organize Sanayi Bolgesi*

June – July 2018

Voluntary Intern *SMS-Tork*

Language

English (Highly Proficient), **Turkish**

Education

Ozyegin University

Electrical & Electronics Engineering

March 2017 - January 2023

Skills

- Teamwork
- Communication
- OOP
- Adaptation
- Problem solving

Tools

- Unity
- C#
- Git
- Python
- C++

Contact Information

[LinkedIn](#)
[My Portfolio](#)
[GitHub](#)
(Request for phone number)
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