

# 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](#)

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