

# İ. Çağkan Çağlayanel

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## EXPERIENCE

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### Panteon Games

Feb. 2022 – Present

*Mid-Core Software Engineer*

*Nov. 2023 — Ankara, Turkey*

- Built a CI/CD and SCM Pipeline tool for multi-repository load balanced parallel testing and merging from web.
- Set up automated integration server between Project Management Software, Communication and SCM systems to increase productivity across different teams.
- Developed a test automation framework controlled over a ReactJS website.
- Created a comprehensive log tracking, debugging and crashlytics service, with log collection, remote console and debugging abilities without memory overhead with C#.
- Containerized the backend ecosystem to improve development workflow of the developers.
- Optimized Unity Build Pipeline with developer friendly approach for more than 80% decreased build times.
- Supported and implemented developers on multiple game systems as well as performance-critical systems for Unity, C# and ASP.NET.

*Software Engineer*

*Ankara, Turkey*

- Engineered runtime analytics, ad tracking, monetization (IAP and Ads) SDK and remote config tool for Unity, C# with increased monetization by 30%.
- Designed tools to improve work efficiency of Game Developers in Unity Engine.
- Built a Package Manager for easier access and to keep track of the in-house tools in a neat interface.
- Led maintenance of 8-10 older products with regular SDK updates, resolving gameplay issues, bugs and optimizing performance to keep active user retention and revenue streams.

### Epic Frame Animation and Production

Nov. 2021 – Dec. 2021

*Animation Engineering Intern*

*Istanbul, Turkey*

- Worked on MoCap data to create procedurally generated animations.
- Learned to create 3D Models and implement Sprite Animations.
- Created new VFXs and Shaders that acts according to the Physics World.
- Developed custom scripts in Python for seamless integration between Blender and UE.

### DefTR Technology

Jun. 2021 – Nov. 2021

*Software & Test Engineering Intern*

*Ankara, Turkey*

- Prototyped a drone, enhanced radio control and ground control softwares. Practiced on Data Communication
- Developed on open-source pathfinding algorithms. Practiced data communication and networking.
- Worked on a hardware level, installing sensors, soldering electronic components.
- Tested the safety and reliability of the sensors and the software. Documented every test and possible outcomes.

## EDUCATION

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### Hacettepe University

Sep. 2017 – Jun 2023

*Bachelor of Science, Computer Engineering — GPA 3.00*

*Ankara, Turkey*

- Solo developed a national VR Simulation Project in Unity to increase recovery speeds of Kinesiophobia patients.
- Actively participated in different student organizations. Served as the Chairman of the Manga and Anime Student Club, organizing activities such as drawing, translation, and self-defense. Additionally, founded the Thunderbirds Muggle Quidditch team.

## CLASSES

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**Courses:** Computer Graphics, Game Technologies, Networking, Blockchain, Statistics, Physics, Linear Algebra

## ACTIVITY

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### Arcadia Fansub

Sep. 2015 – Current

*Co-Founder*

*Ankara, Turkey*

- Translation crew with more than 20 members that provides fast and reliable localizations between English, Japanese and Turkish.

### Gamejam Participation

Aug. 2020 – Current

*Co-Founder*

*Ankara, Turkey*

- Attended and placed in top 10 in more than 5 Gamejams, most of them had more than 500 submissions. (Brackeys Game Jam, MagaraJam...)
- Mentored in large organizations of gamejams with high attendance. (Global Game Jam 24' - 25', HuJam 23')

### Conventions

Sep. 2017 – Current

*Organization Team*

*Ankara, Turkey*

- Organizing and working in high attendance (6.000) conventions anime-manga contests, tabletop rpgs, board games and e-sport activities. Worked with a team of 100, joined as a staff member in 2017 and has been the lead of the team since 2019. (HUCON 17' - 18' - 19' - 20' - 21')
- Led a team in charge of network systems and streaming services. (DevFest 17' - 18')

## MENTIONABLE PROJECTS

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### AT0S

Nov. 2021

*Gameplay Developer*

*Gamejam*

- Game demo made for MagaraJam#3 in 72 hours with the theme "System Error". We tell a story that takes place at the future and our character tries to figure an ancient machine with a very glitchy operating system and get the secret documents out of it. It includes some nostalgic titles like the snake. We placed 2nd between 600 other games and 5000 other participants.

### VAGABOND

Apr. 2022

*Gameplay Developer*

*Gamejam*

- Strategical cutting game demo made for MagaraJam#4 with similar mechanics to a popular game Fruit Ninja but it may require players to sometimes think outside the box. It includes boss fights and gameplay twists. We ranked 4th between 500 other games.

### The Last Session

Nov. 2022

*AI Developer*

*Gamejam*

- Tabletop RPG, Dungeons and Dragons inspired game where you are the Game Master that tries to stop the players. Ranked 6th in the gamejam MagaraJam#5

### Beat Menace

Dec. 2023

*AI & VFX Developer*

*Gamejam*

- Hack&Slash Action game that relies on the music rythims where players can act only if they're following the correct rhythm.

## SKILLS & INTERESTS

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**Programming Languages:** C#, Python, Bash, TypeScript (JavaScript), C++, C, SQL, Dart, Java

**Game Development:** Unity, Godot, WebGL

**Frontend:** Flutter, React, Three.js

**Backend:** Asp.NET Core, Entity Framework, Node.js

**Version Control:** Git, Perforce

**Design Tools:** Asp.NET Core, Entity Framework, Node.js

**Database:** SQLite, PostgreSQL, MongoDB

**Graphics:** Shader Graph, OpenCV, HLSL

**Project Management:** Jira, Linear, Trello

**DevOps:** Jenkins, Gitlab CI, Docker, Portainer, Synology, GCP, AWS, Firebase

**Languages:** English (Professional Proficiency), German (Goethe-Zertifikat A2), Turkish (Native)

**Hobbies:** Latin Dances, Guitar, Kick-box, Video Games, Electronics, 3D Printing...

**Summary:** SDK Integration and Development, Build Pipeline Optimization, Real-Time Systems, Automation Systems and Cross Platform Development, Game Design Patterns, Memory and CPU Optimizations, Data-Oriented Design, Object Oriented Design