

# Sinan Koc

Game developer & programmer

Östra kyrkogatan, Umeå

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## EXPERIENCE

### Indie game project, Zombie/Survival

11/2023 - now

- Weapon system
- Scriptable objects
- Unity's new input system
- Unity animations
- UI
- Unity pro builder
- Scene, folder, audio and script management

### Game project 2, Future games – Unity programmer

01/2024 - 02/2024

- Score leaderboard(Web Networking, sorting algorithm)
- Coop(split screen)
- procedural animation

### Restaurang, Max

12/2021 - 03/2024

- Inventory and delivery management
- Customer service and cash handling
- Cleaning

### Game Jam Mashup – Unity programmer

11/2023 - 11/2023

- Product owner and party leader
- Lead programmer & scrum master

### Game project 1, Future games – Unity programmer

10/2023 - 11/2023

- Enemy behavior( states, AI pathfinding)
- Menus(UI)

### Acino, Umeå – Unity programmer

07/2023 - 07/2023

- First hand experience in the programming proffession
- Worked on player movement

## SKILLS

- Unity
- C++
- C#
- Game development

## EDUCATIONS

Maja Beskow gymnasiet -  
bachelor's: Essentials for  
programming

Future games - Unity, C#,  
C++, game development

## LANGUAGES

Swedish: Fluent

English: Fluent

Turkish: Native