

Yunus Emre Aslan

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EDUCATION

Ozyegin University

Bachelor of Science in Computer Science

- GPA : 3.09

Istanbul, Turkey

Sep. 2020 – Jan 2026

Terme Kozluk OMV Science High School

Samsun, Turkey

Sep. 2016 – June 2020

EXPERIENCE

Math 212 (Differential Equations) Teaching Assistant

Ozyegin University

- Assisted students throughout the semester with homework and other questions.

Sep. 2024 – January 2025

Istanbul, Turkey

Software Engineer Intern

TaleWorlds Entertainment

- Implemented advance rendering features; Transmission, Dispersion, Volume and IOR ,Dithered Transparency to in-house game engine.
- Implemented, a tool that automates Blender – Substance Painter – In-House Engine asset export and import operations for artists.
- Experienced AA game studio workflow
- Wrote QA tests and worked collaboratively with both QA and Art team

June 2024 - September 2024

Ankara, Turkey

Game Developer Intern

Any Games

- Designed and Developed modern hybrid-casual games with Unity.
- Developed multiplayer features with Photon.
- Finished 3 different games.
- Worked collaboratively with art team and leads.

June 2023- September 2023

Istanbul, Turkey

Game Development Club CO-Founder

Ozyegin University

- Established a new school club in Ozyegin University.
- Organizing events related to game development.
- Management of financials.

Dec. 2022 – Dec. 2024

Istanbul, Turkey

PROJECTS

FSUK Competition | Ozu Racing | KiCad

- Contribute design of power-train component of car.
- Design and deployment of BSPD circuit.

Dec. 2024 – Present

Game Lib REST API | ASAP.NET, Flutter, C#, PostgreSQL

- Developed a generic API for game library applications with ASAP.NET.
- API is implemented in REST architecture.
- Flutter front-end application developed for demonstrating a demo.

2024

The Jester | Unity, C#, Git

- Developed a game for GGJ 2024 on the theme "Make me Laugh"
- Unity is used for development alongside git for collaboration.

2024

Ocean Simulation | Unity, C#, HLSL

- Real-time ocean surface simulation achieved in Unity.
- "Gertsner Wave" equations utilized inside shaders to approximate surface movement.
- Camera distance based tessellation shader used optimize render performance.

2024

ERC Competition | Ozu Rover | Python, Ros, Linux, Nvidia Jetson

- Developed a software that connects to in-house 'Science Box' to read and interpret sensor data
- Assisted to construction of the in-house science box that is specifically designed for science task of URC competition.
- Developed a GUI to visualize sensor data and control the science box.

Dec. 2021 – Dec 2022

TECHNICAL SKILLS

Languages: C++, C#, Python, SQL (Postgres), Rust (Learning), Kotlin (Basics), GLSL / HLSL, Flutter (Basics)

Developer Tools: Git, Visual Studio/Code, Unity, Plastic SCM, CMake, Premake5, Unity, Blender, KiCad

Libraries: SDL2, ImGui, Vulkan, OpenGL, GLM, NumPy, Matplotlib