Yunus Emre Aslan

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Education

Ozyegin University — Istanbul, Turkey
Bachelor of Science in Computer Science — *Sep. 2020 – Jan 2026*
- GPA : 3.09

Terme Kozluk OMV Science High School — Samsun, Turkey
Sep. 2016 – June 2020

Experience

Math 212 (Differential Equations) Teaching Assistant — Sep. 2024 – January 2025
Ozyegin University — *Istanbul, Turkey*
- Assisted students throughout the semester with homework and other questions.

Software Engineer Intern — June 2024 - September 2024
TaleWorlds Entertainment — *Ankara, Turkey*
- Implemented advanced rendering features in the in-house game engine written in C++ and C#.
- Implemented a tool using Python, C#, and C++ that automates asset export and import operations between Blender, Substance Painter, and the in-house engine for artists.
- Experienced AA game studio workflow
- Wrote QA tests and worked collaboratively with both QA and Art team

Game Developer Intern — June 2023- September 2023
Any Games — *Istanbul, Turkey*
- 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.

Game Development Club CO-Founder — Dec. 2022 – Dec. 2024
Ozyegin University — *Istanbul, Turkey*
- Established a new school club in Ozyegin University.
- Organizing events related to game development.
- Management of financials.

Projects

FSUK Competition | **Ozu Racing** | *KiCad* — Dec. 2024 – Present
- Contribute design of power-train component of car.
- Design and deployment of BSPD circuit.

Game Lib REST API | *ASAP.NET, Flutter, C#, PostgreSQL* — 2024
- 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.

The Jester | *Unity, C#, Git* — 2024
- Developed a game for GGJ 2024 on the theme "Make me Laugh"
- Unity is used for development alongside git for collaboration.

Ocean Simulation | *Unity, C#, HLSL* — 2024
- Real-time ocean surface simulation achieved in Unity.
- "Gertsner Wave" equations utilized inside shaders to approximate surface movement.
- Camera distance based tesselation shader used optimize render performance.

ERC Competition | **Ozu Rover** | *Python, Ros, Linux, Nvidia Jetson* — Dec. 2021 – Dec 2022
- 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.

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