Yusuf Yılmaz

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## Game Developer | Digital Game Design Student

As a digital game design student, I continuously strive to improve myself in the field of game development. I am proficient in writing clean and sustainable code that adheres to SOLID principles and effectively utilizes design patterns in the projects I develop with Unity. I am passionate about providing creative solutions while working both independently and in teams. In my projects, I particularly focus on game architectures, performance optimization, and game mechanics.

# Education

**Bachelor's Degree:** Mugla Sitki Kocman University, Computer Engineering

**(September 2021 – January 2026)(3th Year)**

# Experience & Skills

**Experience :**

**Technical Skills :** C#, C++, JavaScript, Unity, Game Design & Development, Programming Patterns, SOLID Principles, Performance Optimization, Project Management with GitHub, Game Mechanics and Animation Systems

**Technologies and Platforms:** Visual Studio, Visual Studio Code, Git, GitHub, Unity

## Projects : Battle of Wizards : Magic Spell ([GooglePlayStore](https://play.google.com/store/apps/details?id=com.booda.BattleOfWizards&pcampaignid=web_share)) Vaporhell, Online Cannon Ball 2D, FPS Survival, ChilDie, Hire Room

**Github :** You can find my work on my GitHub profile (<https://github.com/yu5ufyilmaz>).

**Portfolio:** Please visit my portfolio to see my projects and more. \_

( [yu5ufyilmaz.github.io](https://yu5ufyilmaz.github.io/) )

**Languages :** English, Turkish

# References

**Academic** :Berke Soyuer (Assistant Professor,Mugla Sitki Kocman University)

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