

Eren Atasun

Unity Game Developer | Computer Engineer



INTRODUCTION

I am a student of Computer Engineering at Manisa Celal Bayar University. I have experience in game development, especially using the Unity engine. Additionally, my interests include mobile application development with Flutter and artificial intelligence development with Python. I continuously improve myself in these areas and work on various projects. I have a strong inclination towards teamwork and actively participate in events such as Teknofest with my teammates, where we develop TÜBİTAK projects. These activities have a positive impact on both my personal development and teamwork skills. Among the programming languages, I am proficient in Python, Java, and C#. I engage in both academic studies and project development using these languages. My goal is to utilize my knowledge and skills to create innovative solutions and continuously improve myself in the technology industry.

CONTACT INFO

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SOCIAL

- **Linkedin profile:** <https://www.linkedin.com/in/erenatasun>
- **GitHub profile:** <https://github.com/ErenAtasun>

TECHNICAL SKILLS

- Unity/C#, Grid Systems
- Java, Data Structures
- Python
- Flutter
- C

PERSONAL SKILLS

- Ability to provide leadership for non-experienced team members
- Ability to plan, design and implement features and make sure to deliver them on

time

- Accuracy on translation of business requirements to technical concepts
- Breaking down problems into proper subsets, document and estimate necessary efforts
- Very fast prototype generation and generate visuals, which will give a brief idea about what is trying to be done
- Adaptable to change in environment, culture, requirements and everything in business

LANGUAGES

- Turkish (Native)
- English (Fluent)

EDUCATION

Manisa Celal Bayar University Bachelor degree, Computer Engineering ·
(Ağustos 2023 - Haziran 2026)

Alanya Alaaddin Keykubat University Bachelor degree, Computer Engineering ·
(Eylül 2021 - Ağustos 2023)

WORK EXPERIENCE

ENM Digital, Intern

May 2024 - Present

I took part in developing and improving the artificial intelligence application called Proje Sihirbazı.

Oyun ve Uygulama Akademisi, Trainee

Jan 2024 - Present

Velo Games Studios, Intern

Jan 2024 - Present

Dijital Oyun Geliştirme Ekibi CBU, Lead

November 2023 - Present/Manisa, Turkey

Game Factory, Campus Ambassador

August 2023 - Present

Codeo, Intern

August 2023 - September 2023/İzmir, Turkey

I was involved in project development on the Unity engine with a grid system and SOLID principles. Participate in a project and using the Unity engine's grid.

GFC ALKU, Core Team Member

October 2022 - September 2023/Alanya, Antalya, Turkey