

Muhtar Çağkan Uludağlı

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Currently working as software developer at METU Computer Center for three years and developing simple games as Root Games development team co-founder.

Education

- | | |
|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 09.2013 – (ongoing) | Middle East Technical University
<i>Game Technologies MSc</i>

(Game Development Pipeline, Game Metrics, AI for Games, Game Aesthetics, Psychology in Game Design, Music and Sound Prod. for Games, Virtual Reality) |
| 02.2013 – 09.2013 (quit) | Hacettepe University
<i>Computer Animation and Game Technologies MSc</i>

(Computer Game Design) |
| 09.2008 – 08.2012 | Izmir Institute of Technology
<i>Computer Engineering BSc</i> |

Released Games

[*Neon Jump Endless Hopper*](#) / published on iOS Store at 28.01.16 (responsible for game design, prototyping, early-development, early-menu, marketing) – a 2D endless runner game with gravity direction changes on four different platforms (Unity3D, C#)

Projects (chronologically)

[*Retuval*](#) / Global Game Jam '16 Project (responsible for coding, story design and 2D components) – a memory based platformer game (Unity3D, C#, Photoshop)

[*Ride to Live*](#) / Microsoft Dev2Win '15 Project (responsible for coding GUI, HUD, story design, sound components) – a 2D hack & slash runner game (Unity3D, C#, Photoshop)

[*Substance Unknown*](#) / Global Game Jam '15 Project (responsible for coding, level design, story design) – a platform-maze game (Unity3D, C#, Photoshop)

[*KickOut*](#) / 'O Breakout! My Breakout!' Game Jam Project – a breakout game clone (Unity3D, C#, Photoshop)

[*The Flying Postman*](#) / 'Game Development Pipeline' Class Project (responsible for coding, 2D components, level design) – a platform runner game (Unity3D, C#, Photoshop)

[*Bacopia*](#) / Global Game Jam 2014 Project (responsible for GUI, 2D components, story design) – a solo-multiplayer action game (Unity3D, C#)

[*Bokemon: New World*](#) / 'Computer Game Design' Class Project (responsible for menu design and story design) – a 3D action/runner Game Project for Desktop PCs (Unity3D, JavaScript)

BSc Thesis Project (*3D Path-finding with Unity3D Game Engine*) – research of A* path-finding algorithm in three dimensions (Unity3D, C#)

FaceBox Application (*responsible for HTML pages*) – a DropBox-like application for Facebook. (JavaScript, HTML, CSS, Eclipse, Play Framework, Facebook API)

GPSTracker Application (*internship Project in Mobilera*) – Location tracker application for Android devices (Java, XML, Eclipse, Android SDK)

Professional Skills

Unity3D, Microsoft Visual Studio, Adobe Photoshop, Sony Vegas Pro, Eclipse, IntelliJ IDEA, Toad for MySQL, pgAdmin, Sourcetree, TortoiseSVN, p4Merge, FileZilla, VirtualBox

C, C#, OpenGL, Java, HTML, CSS, jQuery, JavaScript, Hibernate, Spring, JSF, PrimeFaces, MySQL, PostgreSQL
JIRA, Trello, Bitbucket, Github, SVN, WordPress, Liferay

Foreign Language Skills

English (*advanced*), German (*elementary*), French (*beginner*), Russian (*beginner*)

Activities

[Global Game Jam '14 - '15 - '16, METU GATEWay '14, Android Developer Days '14 - '15, Turku Game Lab: Int. Summer School in Game Development '15](#)

Social Platforms

linkedin: <https://www.linkedin.com/in/fanakartal>

steam: <http://steamcommunity.com/id/fanakartal>

itch.io: <http://fanakartal.itch.io/>

Organizations

12.2014 – (ongoing)

Beşiktaş Gymnastics Club Congress Member
<http://www.bjk.com.tr/en>