

M. Çağkan Uludağlı

birth: 1990, İstanbul

work address: METU Computer Center Room Num: Z-09 06800 Çankaya ANKARA – TURKEY

e-mail: m.c.uludagli@gmail.com

website: <http://root-games.com/>

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

Education

09.2013 – 01.2017

Middle East Technical University
Game Technologies MSc

Taken Lessons: Game Development Pipeline, Game Metrics, Artificial Intelligence for Games, Game Aesthetics, Psychology in Game Design, Music and Sound Production for Games, Virtual Reality

02.2013 – 09.2013 (quit)

Hacettepe University
Computer Animation and Game Technologies MSc

Taken Lessons: Computer Game Design, Basic Patterns for Drawing

09.2008 – 08.2012

Izmir Institute of Technology
Computer Engineering BSc

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

Work Experience

[ODTÜ Portal](#) – maintenance and development (Java, Hibernate, Spring, JSF, PrimeFaces, Liferay, MySQL)

[ODTÜ DSpace](#) – application and development (Java, PostgreSQL)

Released Games

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

The Walking Atoms / an educational game, released on [Legends of Learning](#) game platform – a simple 2D platformer about “Chemical Reactions: Arrangements of Atoms” learning objective (Unity, C#, Photoshop)

Projects (chronologically)

[Revolver](#) / 4 Hour Jam #4 Project – a simple game developed in just 4 hours (Unity, C#, Photoshop)

[Bitterpisi](#) / A Game by Its Cover Game Jam '16 Project (responsible for coding, design and 2D components) – a simple puzzle-platformer game (Unity, C#, Photoshop, DreamScopeApp)

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

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

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

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

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

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

[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

Unity Game Engine, 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, Git, 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: International 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>