

Computers and video games have always inspired me throughout my life. I am a lifelong learner type of person with high sense of both work ethic and responsibility. As an engineer with a strong mathematics background, I want to develop myself in game development and pursue my passion.

## **PERSONAL**

Istanbul / Asia - Izmir

29/05/1998

@60daysdeveloper

## CONTACT

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## LANGUAGES



(Advance)

## HOBBIES



Lifting



Guitar

# **FURKAN EMIROGLU**

GAME DEVELOPER

## **PROJECTS**

- MatchPeople: Puzzle Game (Published)
- Count Masters Hypercasual Game Clone
- Example Runner Learning Project
- Meteorological Data Analysis
- Automation of Sawage System Calc

# **EDUCATION AND CERTIFICATES**

#### Dokuz Eylul University

Civil Engineering

#### Machine Learning

• 12 Weeks, by Andrew Ng. • %100, by SoloLearn

#### Python PRogramming

• %100, by SoloLearn

## C# Programming for Unity Game Development

• %100, by SoloLearn

#### C# Programming

#### **Object Oriented Programming**

• %100, by SoloLearn

## **SKILLS**



Unity

TensorFlow







Numpy



Matlab