



FURKAN EMİROĞLU

GAME DEVELOPER

ABOUT ME

A passionate game developer who cares about user experience in his games. Currently working as a full time developer and preparing for a Master's Degree in Computer Graphics. Confident with his 3D Math knowledge.

CONTACT

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SKILLS

Unity 3D

C#

HLSL

3D Math

Matlab

Numerical Analysis

Machine Learning

Python

FAMILIAR CONCEPTS

- Command Pattern
- Observer Pattern
- Factory Pattern
- State Machines
- Singletons
- Unity Render Pipelines

WORK EXPERIENCE

JR. GAME DEVELOPER

Twenty Games | May 2022, Ongoing

- Developed 6+ hypercasual prototypes.
- Contributed to weekly ideation meetings.
- Assisted a co-worker on a soft-launch process.
- Created tools that will make the life of designers easier.

GAME DEVELOPER INTERN

Vercial Games | March 2022, April 2022

- Practiced OOP fundamentals.
- Developed a runner prototype.
- Practiced game design patterns.

GAME DEVELOPER CANDIDATE

Indie | January 2022, March 2022

- Created a Twitter account called "Becoming a Game Developer in 60 Days" and shared my daily progression.
- Cloned several games under the mentorship of developers who contacted me.
- Published my own puzzle game on day 13.

EDUCATION

DOKUZ EYLUL UNIVERSITY

Structural Engineering | 2016 - 2021

- Worked on numerical analysis in collaboration with my professors.
- Developed a module that automatically draws the requested highway project.
- Developed a module that performs water supply infrastructure calculations.
- Performed mass data analysis to determine the ideal locations of the wind turbines.
- Developed simple programs that predict the behaviour of of the structes under various loads.

PUBLISHED GAMES

- [Annoy the Doll](#)
- [PlingPong](#)
- [ZigZag Pusher](#)
- [Wreck Off](#)
- [Connect Money](#)
- [Level Up Crowd](#)
- [Match People: Puzzle \(This was only 2 weeks after I started learning Unity. It's an absolute mess.\)](#)