

# FURKAN EMIROGLU

## GAME DEVELOPER & GRAPHICS PROGRAMMER

### CONTACT

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-  Cankaya/Ankara

### SKILLS

C#  
HLSL - C for Graphics & Unity Shader Graph  
DirectX - OpenGL  
C++  
3D Math  
Physical Calculations  
Bash Scripting - Terminal  
Graphic APIs & Multithreading  
Unity 3D - Unreal Engine

### EDUCATION

**Datascience / Information Engineering  
Master's Degree**

**Hacettepe University**

2022-Ongoing

- Studying computer vision, image processing, image sensors, rendering

**Civil Engineer / Majoring Engineering Simulations  
Bachelor's degree**

**Dokuz Eylul University**

2016 - 2021

- Developed traffic simulations in collaboration with my professors.
- Extended my Math knowledge with implementation of Numerical Analysis techniques.

### ALL TIME FAVOURITE

Shadow of the Colossus

### PROFILE

Game developer with a passion for computer graphics. Capable of making and publishing games from scratch in Unity. Able to develop shaders, highly interested in render features and preparing tools that will make people's lives easier. Loves challenges and can't sleep well on days when he doesn't learn anything new. Currently continuing my Master's Degree on Datascience & Information Technology, mainly studying computer vision / image processing, aiming a career on graphics programming.

[GitHub.com/FurkanEmiroglu](https://github.com/FurkanEmiroglu)

### WORK EXPERIENCE

#### Game Developer - Graphics Programmer

Rooftop Games

January 2022 - Ongoing

- Mentoring fellow developers.
- Developing shaders & render features.
- Developing plugins & documenting them. Maintaining developed packages on a Node.JS registry.
- Developing hybrid casual games.
- Creating Unity Editor-Tools.

#### Game Developer Generalist

Twenty Games

April 2022 - January 2023

- Developed a wide variety of hybrid-casual games and helped fellow developers.
- Contributing my team on soft-launch processes.
- Created Unity tools that will make people's lives easier.
- Created necessary shaders for visual effects or optimization purposes.
- Created reusable assets for our studio library.
- Contributed to weekly ideation meetings.

#### Game Developer Intern

Vercial Games

February 2022 - April 2022

- Practices OOP fundamentals.
- Learned basics of hyper-casual games.
- Learned about software architecture & solid principles.
- Created basic hyper casual prototypes.

### FAVOURITE CONCEPTS

- Shaders,
- Addressables,
- ScriptableObjects,
- ECS,
- Deep Learning,
- Shortcuts, lots of shortcuts for nearly everything.