

Furkan Kambay

🎮 Game Developer | 💻 Software Engineer

🐙 GitHub | in LinkedIn | 🏠 HackerRank | 📦 Hack The Box | 📄 Stack Overflow
🌐 furkankambay.com | ✉ email@example.com

Summary Curious, passionate, versatile, and a quick learner. Excited to work on video games and software. I have a keen interest, as well as educational background, in game design and programming. I like teamwork and I believe in continuously improving myself by taking on new challenges.

Skills 🏠 C#, C++, 🏠 Python, 🏠 JavaScript, TypeScript, HLSL/GLSL, XAML, HTML, CSS, PowerShell, Bash, Unity, .NET, Git, WPF, Game Design, Qt, UWP, Entity Framework, Godot, GDScript, SQL, RegEx, OOP, Event-driven programming, Unit Testing, MVVM, MVC, Databases, REST API, CI/CD, AsciiDoc, 🏠 Problem solving, Penetration testing, Linux, Blender, English (C2), Turkish (Native), French (B1)

Relevant Projects

🔗 **Project Tulip** 🔗 — 🏠 C# | 🎮 Unity | 🎮 Game Design | HLSL 2023–
I am working on my passion project, an open-world 2D platformer. I am constructing the core foundation for extensibility, and I am using the new Input System and UI Toolkit. I am also experimenting with compute shaders for procedural world generation.

🔗 **OSS Contribution (ongoing PR)** 🔗 — 🏠 C++ | 🟢 Qt | 📄 JavaScript | 📄 HTML/CSS 2018–
I am completely reworking and improving the existing bandwidth scheduler feature of qBittorrent, making it more advanced by implementing the core logic, the native & web UI, and the web API. I learned a lot about working on a large codebase, communicating with other developers, and solving large merge conflicts.

🔗 **DHApp** 🔗 — 🏠 C# | WPF | XAML | REST API 2017-'18
I developed a WPF app for handling notifications on a Turkish online forum using its web API. Users are able to log in and receive notifications for new messages.

Other Projects

🔗 **We Meet Again** 🔗 — 🏠 C# | 🎮 Unity | 🎮 Game Design | 👥 Teamwork 2023
My teammates and I developed a 3D puzzle game for the 3D Game Basics course at Keimyung University. My task was implementing the core gameplay. Working on this project has taught me about collaboration in game development.

🔗 **Treasure Hunters** 🔗 — 🏠 C# | 🎮 Unity | 🎮 Game Design | 👥 Teamwork 2022
I developed the Unity replica of a board game that my teammates and I designed from scratch for the Game Design course at Mykolas Romeris University. The assignment has taught me a lot about teamwork in the context of game design and it was an opportunity for me to practice my Unity skills.

🔗 **Auraxis.Net** 🔗 — 🏠 C# | 🌐 .NET Standard | 🐍 Python | REST API 2019-'20
I wrote a fluent .NET Standard library for PlanetSide 2's web API. I also wrote several utility scripts in Python in the `tools` directory on the `models` branch.

Education

Translation and Interpreting (English–Turkish) at Haliç University (*Istanbul, Türkiye*) 2019–
Public Speaking, Localization, Translation, Terminology Management, IT Basics

Exchange Study at Keimyung University (*Daegu, South Korea*) 2023
Courses: 3D Game Basics, Game AI, C++ Programming, ML Theory
Skills: Unity, C#, C++, Python, Teamwork, Public Speaking

Exchange Study at Mykolas Romeris University (*Vilnius, Lithuania*) 2022
Courses: Game Design, Game Scenario & Level Design, Data Structures & Algorithms, 3D Modeling, 3D Maya Fundamentals
Skills: Unity, C#, Python, Game Design, Autodesk Maya, Teamwork