Furkan Sert

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I started developing games using Unity when I was fifteen. I completed an internship in game development, took part in hackathons, and received awards. I worked on my own projects, and I also serve as a freelance developer on Upwork. Becoming a game developer was my aspiration, and I'm fortunate to be living that dream.

SKILLS

C#, Unity, Colyseus, C++, Java, Python, JavaScript, React, Html, CSS, PostgreSQL, Git, SourceTree

EDUCATION

Manisa Celal Bayar University │ Bachelor's Degree, Computer Engineering   Jun. 2019 – Jun 2024

EXPERIENCE

Long Term Intern │ INFINIA   Feb 2024 – Jun 2024

- Developed 2D and 3D games using Unity, creating game mechanics, graphics, and user interfaces.
- Optimized performance by implementing complex game systems and algorithms, enhancing the overall gaming experience.
- Collaborated within the team to manage project timelines and oversee project management. Developed systems for future projects.
- Leveraged hardware technologies such as Lidar and Arduino, seamlessly integrating external data sources such as image processing into gaming environments.

Game Developer Intern │ Gyroscoping Games   Jun 2022 – Oct 2022

- Developed Gypro Pooling Manager using Editor Scripting, which can uniquely pool and spawn game prefabs with zero garbage collection and provides 77% faster instantiation (~33% on average)
- Developed systems for future projects.

HACKATHON AWARDS

- Digi Game Hackathon (Second Prize)
- The Game Circle Oyun Game Development Turkey Championship (Finalist)
- Intel Vatan Bilgisayar Game Jam (Third Prize)
- Türkiye Ihraçaatçılar Meclisi 2023 Innovation Week Game Jam (Second Prize)
- INFINIA Hackathon Series Game Jam (Third Prize)

PROJECTS

I have developed 20+ projects and I publish them on my portfolio site, and you can make a detailed review there.

Worms Clone without the use of physics-based systems
- I control collisions in the game for 1000 pieces of food and 100 worms in real-time using the Axis-Aligned Bounding Box (AABB) method.
- The game is divided into grids, and distant grids where the player is not present are not being checked. For more detailed information, you can refer to the GitHub repository.

Panic Survivalist
- I developed a game in the INFINIA Hackathon Series Game Jam on Unity and won the third prize. In this game, there are 2 characters, and we control them through buttons connected to Arduino.
- I provided Arduino-Unity communication through Serial Communication.

REFERENCES

Emre Avan, Game and AI Team Lead for INFINIA, emreavan@gmail.com