



Furkan Sert



SOFTWARE ENGINEER



My Profile

I began game development with Unity at fifteen, gaining experience through internships, hackathons, and awards. I worked on personal projects and freelanced on [Upwork](#), realizing my dream of becoming a game developer.

Education

Manisa Celal Bayar University

Bachelor's Degree, Computer Engineering
Jun. 2019 – Jun 2024

Skills

Expertise

C#, Unity, Colyseus, Git, Python
C++, SourceTree

Familiar with

Java, JavaScript, React Native, HTML
CSS, PostgreSQL, Adobe PS

Hackathon Awards



Digi Game Hackathon (Second Prize)



The Game Circle Oyun Game Development
Turkey Championship (Finalist)



Intel Vatan Bilgisayar Game Jam (Third Prize)



Türkiye İhracatçıları Meclisi 2023
Innovation Week Game Jam (Second Prize)



INFINIA Hackathon Series Game Jam (Third Prize)

Work Experience

Long Term Intern | INFINIA

Feb 2024 – Jun 2024

Developed 2D and 3D games using Unity, creating game mechanics, graphics, and user interfaces.

Intern | Gyroscoping

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)

Projects

Furkansert.com

I have completed over 20 projects which are available for detailed review on [my portfolio site](#).

Worms Clone from Scratch

I manage collisions in a game with 1000 pieces of food and 100 worms in real-time using the Axis-Aligned Bounding Box (AABB) method.

Panic Survivalist

I created a game for the INFINIA Hackathon Series Game Jam using Unity, where two characters are controlled via Arduino-connected buttons. Achieved third prize by enabling Arduino-Unity communication through Serial Communication.



Emre Avan #Reference

Team Lead @ INFINIA, +90 553 275 2741