



# FURKAN SERT

## GAME DEVELOPER



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https://furkansertfs.github.io

## About Me

I started developing games with Unity when I was fifteen. It was my dream to be a game developer and I am lucky to live that dream

## Experience

### Game Developer - Intern Gyroscoping Games

June 2022 - October 2022

During the time I worked, I prepared an object pooling asset ready to be sold on the asset store using editor scripting.

### Freelancer on Upwork - Game Developer

July 2023 - Current

I provide freelancing services through Upwork. I accept game development projects.

## AWARDS AND COMPETITIONS

### Digi Game Hackathon

I won the second prize - Follow The Light

### The Game Circle Oyun Geliştirme Türkiye Şampiyonası

Finalist - Juice Factory

### Intel Vatan Bilgisayar Game Jam

I won the third prize - Pc Rush

### Türkiye İhraçaatçılar Meclisi 2023 Innovation Week InovaTim GameJam

I won the second prize - Astroventure

## Skills

C#



Unity



Game Programing



Java



Python



## EDUCATION

### Manisa Celal Bayar University

Bachelor of Computer Engineering Sept 2019 – June 2024

## PORTFOLIO

You can take a closer look at my portfolio to explore the projects I have developed and my skills by visiting

<https://furkansertfs.github.io/#/projects>

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## PERSONEL PROJETS

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## **PERSONEL PROJETS**

I produce game projects for personal development and competitions. I have many projects that I have not added here.

### **Worms Clone**

I developed this project as a Peki-Worms clone. I didn't use any of Unity's physics-based systems while developing the project. I wrote my own physics system and developed the game based on it. In the game, there are 1000 fruits and 100 worms in an area of 100 units and I control all collisions instantaneously with the physics system I wrote and I get more performance than the classic physics

### **Follow The Light**

I developed it in 48 hours for Digi Game Hackathon - 2022 and won the second prize. It is a game based on a two dimensional lighting system.

### **PC Rush**

I developed it for Intel- Vatan computer hackathon and won the third prize. 3D simulation game where you buy computer parts and assemble and sell computers.

### **Juice Factory**

I developed this game in The Game Circle Turkey Final. We were included in the start up acceleration program with this game. I took on the roles of game developer and game design in this project.

### **Planet Raid**

3D Shooter Tower defense game was highly appreciated. I did the main coding of this game we made for Game Jam.

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