553 261 8503   mail@furkansert.com   furkansert.com   **ANKARA**

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 Ihraçaatçılar Meclisi 2023
Innovation Week Game Jam (Second Prize)

🏆 INFINIA Hackathon Series Game Jam (Third
Prize)

● **References**
Emre Avan, Team Lead @ INFINIA
0553 275 2741

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.