

<div>ABOUT ME</div> <p>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.</p>	<div>PORTFOLIO</div> <p>You can take a closer look at my portfolio to explore the projects I have developed and my skills by visiting.</p> <p><a href="https://furkansert.com/#/projects">furkansert.com/#/projects</a></p>
<div>EXPERIENCE</div> <div><div>Intern Game Developer- Gyroscoping</div><div>June 2022 - October 2022</div><p>During the time I worked, I prepared an object pooling asset ready to be sold on the asset store using editor scripting.</p></div> <div><div>Freelancer on Upwork - Game Developer</div><p>I provide freelancing services through Upwork. I accept game development projects.</p></div>	

<div>AWARDS AND COMPETITIONS</div> <div><div>Digi Game Hackathon (Second Prize)</div><div>The Game Circle Oyun Geliştirme Türkiye Şampiyonası (Finalist)</div><div>Intel Vatan Bilgisayar Game Jam (Thrid Prize)</div><div>Türkiye İhraçaatçılar Meclisi 2023 Innovation Week InovaTim GameJam (Second Prize)</div><div>INFINIA Hackaton Series Game Jam (Thrid Prize)</div></div>	
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<div>SKILLS</div> <div><div>C#</div><div>Unity</div><div>Game Programming</div><div>Java</div><div>Python</div></div>	<div>EDUCATION</div> <div><div>Manisa Celal Bayar University</div><div>Bachelor of Computer Engineering</div><div>Sept 2019 – June 2024</div></div>
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