

Furkan Erbilgin

Game Dev Student

EXPERIENCE

UNITY

I have been using Unity for three years. I am proficient in C# scripting, UI implementation, and game physics. I am always eager to learn new skills in Unity.

BLENDER

I am capable of modeling, texturing, and animating simple assets.

GITHUB

I have actively used GitHub to manage version control for our team's latest project, Blade of Vengeance. Although I can use GitHub effectively, I still have things to learn.

EDUCATION

SABİHA GÖKÇEN VOCATIONAL AND TECHNICAL ANATOLIAN HIGH SCHOOL

Database Programming
2018 - 2022

MSKU - FACULTY OF FINE ARTS

Game Development
2024 - Present, 2nd Year

PORTFOLIO

<https://www.behance.net/furkanerbilgin>

<https://github.com/Furuknn>

Blade of Vengeance:

<https://drive.google.com/file/d/1sC5GTYOtoDFnji6KkLTAATT9whAGYa1O/view?usp=sharing>



CONTACT

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ABOUT ME

I've been captivated by video games since childhood—not just as a player but as someone fascinated by the magic behind them. Now, as a game development student, I aspire to create games that do more than entertain. I want to craft experiences that spark joy, evoke nostalgia, and leave a lasting emotional impact—games that become as cherished to others as my childhood favorites are to me.

SKILLS

- Comfortable Working In Teams
- Analytical Thinking
- Quick Learner

LANGUAGES

- Turkish - Native
- English - C1
- French - A1