

**Yorulmaz, Mehmet Emre**  
+90 507 981 37 90 / mehmetemreyorulmaz@gmail.com

## **PERSONAL INFORMATION:**

**Date of birth:** 22 June 1995  
**Place of birth:** Jeddah, Saudi Arabia  
**Citizenship:** Turkish  
**Qualities:** Creative, autodidact, brave, relentless  
**Current Occupation:** Amateur video game developer  
**Licenses:** A2, B  
**Military Service:** Completed (373 KD)



## **EDUCATION AND TRAINING:**

**2014-2018:** *Başkent University Computer Engineering Program, Ankara, Turkey*  
**2011-2014:** *Başkent University Private Ayşeabla Schools, Ankara, Turkey*  
**2008-2011:** *Rose Bay Secondary College, Sydney, New South Wales, Australia*  
**2006-2008:** *Ashgabat Turkish Primary school, Ashgabat, Turkmenistan*  
**2004-2006:** *Çankaya Teğmen Kalmaz Primary School, Ankara, Turkey*  
**2001-2004:** *St. Lawrence College, Athens, Greece*

## **WORK EXPERIENCE:**

**Internship at GAMELOOPER (2016):** A software company involved in the development of “GAMELOOPER”; a game engine which lets its users create mobile games without the need to code.

**Internship at KODOBUR (2017):** A company involved in the development of video games and other minor software for the PLAYSTATION platform.

## **ACHIEVEMENTS:**

**Development of a pathfinding algorithm for UAV's using heuristic algorithms;** Designed and built a pathfinding algorithm, with the use of “Gray wolf optimizer”; a heuristic algorithm.

**Development of the video game “Mutually Assured Espionage”;** a top down 2D RPG set during the cold war with Pixel art aesthetics (currently in development).

**Development and release of the mobile game “Killer Rabbit”;** a top down action game made in one week with the GAMELOOPER engine for android phones, rereleased with the GODOT engine in 2018.

**Development of “Quizard”, a quiz application for Android;** an android application that allows the user to create and take quizzes with competitive local multiplayer. Released in 2019.

**Self-taught programmer;** started to learn how to program in C and C++ by using the internet and a few books.

## **LANGUAGES:**

**English:** fluent

**Turkish:** first language

### **COMPUTER SKILLS:**

#### ***Programming Languages:***

- C/C++
- Java
- MATLAB
- Python
- Javascript
- C#

#### ***Skills:***

- Game development: Active user of the game engines “Torque 2D”, “GODOT” and “Unity”.
- Mobile Application development: Android Application Development with “Android Studio” using Java.
- Front-end web development: Experienced with “HTML”, “CSS” and “Bootstrap” familiar with “Semantic UI” and “JQuery”.
- Back-end web development: Familiar with “NodeJS”, “Express” and “MongoDB”.
- Version control: Experienced with “GIT”.
- Databases: Familiar with “MongoDB”.

### **INTERESTS AND ACTIVITIES:**

**Music:** Broad taste in music, self-taught guitarist.

**Sports:** Boxing, surfing, skateboarding.

**Video games:** gamer and collector, over 100 physical copies and 800 games on steam.

**Metal Working:** Took beginner classes in high school.

### **REFERENCES:**

#### **Emre Sümer**

Assistant Professor of Computer Engineering

Department of Computer Engineering

Başkent University

**Email:** esumer@baskent.edu.tr

**Tel:** 0312 246 6666 / 1305

#### **Musafa Sert**

Assistant Professor of Computer Engineering

Department of Computer Engineering

Başkent University

**Email:** msert@baskent.edu.tr

**Tel:** 0312 246 6666 / 1236