Yorulmaz, Mehmet Emre
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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:

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