

**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:**

### **Emre Sümer**

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### **Musafa Sert**

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