Tayfur Şafak Gençay

Software Developer

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CAREER OBJECTIVE

My passion for the gaming world and my creativity provide me with the opportunity to achieve successful outcomes in both independent and team-based projects. I aspire to combine innovative ideas with technical skills to deliver compelling and unforgettable experiences to gamers.

SKILLS

- Unity
- C#
- Custom Tool Creation in Unity Editor
- Debugging
- StrangeIoC
- Gameplay Mechanics
- Optimized Systems Creation
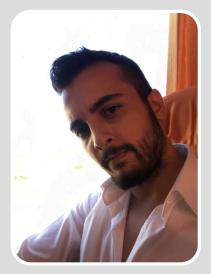- Riptide Network

LANGUAGES

English

EDUCATION

2018 - 2024

Marmara University

Faculty of Engineering - Computer Engineer (100% English)

HOBBIES

Chess, Fitness, Tennis, F-1, Computer Games, Reading, Developing Games, Coding, Camping

WORK EXPRIENCES

INDIE GAME DEVELOPER

02.2023 - Present

- Currently, we are working on a multiplayer project using our own server created with Riptide Network and Colyseus.

JUNIOR GAME DEVELOPER

Jib Games | 07.2022 - 01.2023

- Online game development in Unity
- Game development in PC and mobile platform
- Coding server side in game
- Coding client side in game
- Coding with C# language
- Coding panels in game
- Improve teamwork skill
- Coding tools in Unity
- Work with Strangeloc framework
- Development "Polity" game in steam and mobile app markets.
- https://store.steampowered.com/app/1479480/Polity/

GAME DEVELOPER INTERN

Jib Games | 04.2022 – 07.2022

- Immersed myself in the intricacies of the StrangeIoC structure.
- Enhanced understanding of complex systems during this tenure.
- Experienced significant professional development in Unity Game Engine.
- Acquired valuable skills and insights contributing to my growth.
- Thrived in team environments, showcasing adaptability and teamwork

FULL STACK WEB DEVELOPER INTERN

İstanbul Büyükşehir Belediyesi IETT Bilgi İşlem | 07.2021 - 09.2021

I learned MSQL, HTML, CSS, ASP.NET, ASP.NET Framework, ASP.NET Core, Django, MVC structure.

ACTIVITIES & MEMBERSHIP

BOARD MEMBER

IEEE İstanbul Şehir Üniversitesi Öğrenci Kolu
07.2019 - 07.2020

I contributed to the functioning of the club by serving on the IEEE board. I wrote necessary reports and shared them with both fellow club members and the National Organizer of Turkey. I actively participated in IEEE meetings across Turkey, striving to bring value to the club.

TIME MANAGEMENT

2020

Host : IEEE İstanbul Şehir Üniversitesi Öğrenci Kolu.

UNITED GAME JAM

05.06.2020 - 07.06.2020

Host : Bilişim Vadisi - Game developer in "Corroid" team.

HAPPY GAME JAM

18.09.2020 - 27.09.2020

Host: Voodoo / Happy Games – Game Developer in the "Kiesma Games".

GAME FACTORY – ATOM WİNTER GAME JAM

18.12.2020 – 20.12.2020

Host: Game Factory & Atom – Game Developer in the "Kiesma Games".

PROJECTS

SPACE CIRCLE

2020
Position: Game Developer
Used Technologies:

- Unity
- C#

Space Circle is a Retro Hyper-Casual game.

BUILD & RUN

2020
Position: Game Developer
Used Technologies:

- Unity
- C#

Build & Run is a Hyper-Casual game. The game was made in two days for Happy Gamejam with my team. This game, which we care about having an original idea, has been published in the App Store.

PROJECTS

ROLL A SNOWBALL

2020
Position: Game Developer
Used Technologies:

- Unity
- C#

Roll a ball is a hypercasual io game. The game was made in two days with my team in GameJam.

BASE DEFENSE

2021
Position: Game Developer
Used Technologies:

- Unity
- C#

Base Defence is a Super-Casual game. It had Advancing IK and animation systems.

POLITY

2022
Position: Game Developer
Used Technologies:

- Unity
- C#
- Fmod
- StrangeIoC

Polity is a social RPG in a user-generated world that includes casual games and co-op city building. The game has been published on steam, google play store and appstore. I worked as a game developer in the project, but I took part in the server part.

NUT PUZZLE

2023
Position: Game Developer
Used Technologies:

- Unity
- C#
- Strangeloc

Nut Puzzle is a Hyper-Casual game. Gameplay Video: https://ytbe.app/go/ADi5qejw

STRATTLE

2023 - 2024
Position: Game Developer
Used Technologies:

- Unity
- C#
- StrangeIoC
- Riptide Network

Strattle is a sophisticated multiplayer PC game that operates on a dual-system architecture consisting of the Client and Server components, both meticulously designed by our team. The Client leverages the robust StrangeIoC Structure, while the Server is built upon the efficiency of the Singleton Structure. We connected Client and Server with Riptide Network.

STACK BLAST ADVANCED CLONE

2024
Position: Game Developer
Used Technologies:
- Unity
- C#

I aimed to enhance the potentially fun mechanics by adding different features to make it even more enjoyable.

SUBWAY SURFERS PROTOTYPE

2024
Position: Game Developer
Used Technologies:
- Unity
- C#
- Strangeloc

The second case provided by Velo Games involved creating a clone of the Subway Surfers game using standard assets. Gameplay Link: https://ytbe.app/go/zF9q6eI8

MATCH 3

2024
Position: Game Developer
Used Technologies:
- Unity
- C#
- Firebase

The third case from Velo Games was a Match 3 game, which we developed as a team of four. My responsibility was to create the core mechanics of the game. Gameplay Video: https://ytbe.app/go/mwxB1iV3

BALL BLAST CLONE

2024
Position: Game Developer
Used Technologies:
- Unity
- C#

Clone of Ball Blast, a game with a significant user base in the mobile market. Gameplay Video: https://ytbe.app/go/PiCXNrnz

TILE BUSTERS CLONE

2024
Position: Game Developer
Used Technologies:
- Unity
- C#

Gameplay Video: https://ytbe.app/go/iyxPMBuf

UNITY SPECIAL TOOLS

DEBUG LOGGER

To facilitate better tracking of the code's functionality, printing each section in a different color enables the ability to inspect incoming data.

ICON SETTER

It transfers sprites from the Sprite Atlas to Scriptable Objects. Later, with just a single line of code, it allows for changing the sprite of any image.

PREFAB CREATOR

A tool that effortlessly generates prefabs from Unity's menu.

SCREEN MANAGER

It creates layers within the scene. When calling a panel, it can be summoned in the desired layer. This way, it's easy to track which panels have priority. Once the system is set up, it will be possible to do all of this with a single line code.

LAYER SORTER

Ensures orderly creation of layers by generating them programmatically instead of manually.

AUDIO SYSTEM

Categorizes sounds into distinct categories and stores them in memory where necessary, ensuring they do not occupy unnecessary space. Additionally, categorized under different sound types, adjustments can be made through sound settings.

CURSOR SYSTEM

Holding all cursors in Scriptable Object; allows for changing the cursor with a single line of code.

DISCORD INTEGRATION

It can send messages to any Discord channel and display the necessary information of the game on the user as Rich Presence.

EXTRAS

Assembly Defination, Scriptable Object, Sprite Atlas, Creating Special Editor Windows in Unity Editor, Addressable, HDRP, Profiler, UI Toolkit

REFERENCES

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