

Tayfur Şafak Gençay

Software Developer

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
- Strangeloc
- 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



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🌐 <https://tr.linkedin.com/in/safak-gencay>

🐙 <https://github.com/TayfurSafakGencay>

WORK EXPERIENCES

INDIE GAME DEVELOPER

02.2023 - Present

- Currently, we are working on a multiplayer projects 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 Strangeloc 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.

PORTFOLIO

<https://tayfursafakgencay.github.io/>

REFERENCES

TAYFUN DÖKER

Jib Games

Co-Founder & Executive Producer

tayfundoker@gmail.com

05373388678

EBRU SARI

Jib Games

Human Resources Specialist

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05377049332

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 WINTER GAME JAM

18.12.2020 – 20.12.2020

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