

Personal

Name Tuğcan Çankı

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Date of birth 01-01-2000

Website tgcncanki.github.io/tugcan-canki/

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Languages

Turkish Native English B2

Interests

Video Games
Watching animes and movies
Programming

Reading Books, Mangas and Comics

Tuğcan Çankı

I have **3 years experience** on game developing. In this experience process, I worked with**Unity** and **Unreal Engine**. Working on Unreal Engine is my preferation. Worked on**Game AI**, **Game Design**, **Game Mechanics**. And also while working on these, I developed **Game Projects**. I wanted to being game developer because I love playing games especially **Souls-Like** and **RPG** games.

Project Experience

- Finalist of Teknofest 2022in category of Technology for Humanity Social Inovation
 (28 February 2022 4 September 2022)
- Collaborated with a team that worked on a game demo named Blood on the Cotton (17 January 2022 20 May 2022)
- Winner of HKU GameJam 2021
 (3 December 2021 5 December 2021)
- Participant of Global GameJam 2021 (27 January 2021 - 31 January 2021)
- Winner of Teknofest 2020 in category of Technology for Humanity Social Inovation (March 2020 September 2020)
- Participant of Global GameJam 2020 (31 January 2020 - 2 February 2020)

Skills



Achievements

Finalist Project of TEKNOFEST2022 in Technology for Humanity Category

• Collaborated with the team that developed 'Social Networking Game Area".

Winner Project of HKU GameJam 2021

• Collaborated with the team that developed 'Rise of Darkness".

Winner Project of TEKNOFEST2020 in Technology for Humanity Category

 Collaborated with team of "CENGALYON:Son Teknoloji Bükücüleri" in the development of 3D Virtual Park Environment.

Education and Qualifications

Bachelor's DegreeHasan Kalyoncu University, Gaziantep/Şehitkamil
Computer Engineering

Highschool Degree *Mehmet Niyazi Altuğ Anatolian Highschool, İstanbul/Bağcılar*

Sep 2014 - Jun 2018

Oct 2019 - Jun 2023