

Yasam Demirkiran

Game Programmer

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WORK EXPERIENCE & PROJECTS

Indie Game Developer

Jun. 2022 – Present
Istanbul, Turkey

- Since 2022, I've been working on various solo projects and further developing my knowledge about game programming & core development concepts and skills.
- I've released some of those games on my itch.io page. Some of my games are:
 - That Last Crater (Early Access): A survival-horror game where you are playing as an astronaut trapped on the Moon and try to survive amongst various insects and other moon organisms.
 - Gun Slider (Pre-Alpha Development): A 3rd Person Shooter game where you play as a destructive robot and destroy various streets while fighting local opposite forces and the army. You can upgrade your character from the Store (guns, skins and more) and play endless procedurally generated levels.
- I've participated in Game Jams and worked with others in teams to further strengthen my communication and ability to work efficiently in a real working environment with my team.
 - I've learned to use Git, Trello and Slack while working with my teammates.

SKILLS & INTERESTS

- **Key Skills:** Programming various game mechanics from easy to hard; Integrating game assets and using them in a cohesive way to design the game; Improving performance with the optimization skills; Debugging
- **Core Tools & Skill Set:** *Unity (2D & 3D), C#, Git, Blender, Slack, Trello*
 - **Unity: Essentials** (scripting, working with files, exporting builds); *Performance Analysis and Optimization*; Asset importing & management; Working with Git Version Control
 - **C#: Essentials** (statements, loops, functions); *OOP Concepts and Design Patterns*; Efficient and clean coding principles
 - **Blender: Editing, Sculpting and Texturing**; *Importing and working with existing files; Animation*
 - **Side Tools:** FL Studio for SFX design and OST composition (Intermediate); Python (Familiar); Photoshop (Beginner)
- **Soft Skills:** Strong communication with proper English talking skills; Efficient teamwork; Always ready for deadlines

EDUCATION

Marmara University

B.S., Electrical-Electronics Engineering

Oct. 2022 - Present
Istanbul, Turkey

- I've took programming courses and lectures during my first year in the school, to further develop my programming and game developing skills.