



Yusuf AĞAÇ

Nationality: Turkish **Date of birth:** 30/03/2001

Phone number: (+90) 5467174529

Email address: YusufAgacOfficial@gmail.com

LinkedIn: [linkedin.com/in/yusuf-agac](https://www.linkedin.com/in/yusuf-agac) **Github:** <https://github.com/Yusuf-Agac>

Home: 34848 Istanbul (Turkey)

EDUCATION AND TRAINING

Computer Engineering Bachelor's Degree

Marmara University [28/08/2020 – Current]

Technical High School

Biomedical Technologies [13/09/2015 – 13/06/2019]

WORK EXPERIENCE

Game Programmer (Full Time)

Momosh Studios [09/2022 – 10/2022]

Games: School Bus 3D, Merge War

Game Programmer (Intern)

Momosh Studios [07/2022 – 08/2022]

Games: Graffiti Land, Day N Night

Biomedical Technician Internship

Antalya Education and Research Hospital [30/06/2018 – 31/08/2018]

Country: Turkey

PROJECTS

TUBITAK 2209-A Aircraft Artificial Intelligence Simulation

The project is training the fully automatic take-off and landing aircraft model in the simulation environment with reinforcement learning. With this project, we received support from the TUBITAK 2209-A research support program.

Link: <https://drive.google.com/file/d/1oUiTrAGrT3fYAllpk-cnNfBKcAfv5D6M/view?usp=sharing>

War Of Evolution Unity Machine Learning

[12/2022 – Current]

A real-time strategy game where we prevent the spread of the virus with the decisions we make in a city where the virus is spreading. Game Design Document link is down below.

Links: https://drive.google.com/file/d/1Gaty9mohCiK6Gyy5fywJKxsMvD_kqvAw/view?usp=sharing | <https://github.com/Yusuf-Agac/War-Of-Evolution-Unity-Machine-Learning>

MMORPG Database Management System Unity

[11/2022 – 12/2022]

Features: Register and Login, Inventory, User Info, Friends, Market, Skills

Technologies: MAMP, MySQL, Unity, PHP, C#

Link: <https://github.com/Yusuf-Agac/Unity-MMORPG-Database-Management-System>

Multiplayer Third Person Shooter Game in Unreal Engine 4

[2022]

I made the project to improve myself in Unreal Engine and multiplayer game development.

Link: <https://github.com/Yusuftree/Multiplayer-Third-Person-Shooter-Game-in-Unreal-Engine>

Ant Colony Simulation And Optimisation Python

[2022]

The aim of this project is to provide a solution to the problem called "Traveling Salesman Problem (TPS)" in the literature. The TPS problem is that a seller who visits each city exactly once finds the shortest round trip route with minimum cost.

Developers:

Yusuf AĞAÇ, Furkan Can TURAN

Link: https://github.com/Yusuftree/Python_AntColony_Simulation-and-Optimization

Pong-Arkanoid Turan Engine

[2021]

This project aims to develop "Pong-Arkanoid" game on "C" language using a graphics library written by ourselves.

Developers:

Yusuf AĞAÇ, Furkan Can TURAN, Muhammed Fatih YILMAZ

Link: https://github.com/Yusuftree/Student_Pong-Arkanoid_Game_Project_With_C

EVENTS

Peak Unithon Engineering - 2022

I was one of the 80 people who were eligible to participate among all undergraduate students in Turkey. The event was about writing code in big projects.

Team:

[Ayben Gülnar](#) [Rebah Özkoç](#) [Enes Sezgin](#)

Bogazici Game Jam - 2020

Gamejam's concept was "Let the bad guys win" so we covered a character who would normally lose the election trying to win the election with some tricks and incentives.

Developers:

Yusuf AĞAÇ, Melih Can AKAY

Link: https://github.com/Yusuftree/COMPEC_Game_Jam_Results_Unity

Global Game Jam - 2020

Gamejam's concept was search for something so we developed an adventure game where a tv remote searches for its own batteries. We came 3rd in a sub-branch.

Developers:

Yusuf AĞAÇ, Umut Arda KAPAN

Links: <https://www.youtube.com/watch?v=ttoevyTFZ54> | <https://globalgamejam.org/2021/games/battery-hunter-3>

VOLUNTEERING

Board Member and Founder

[MITSO, 10/2021 – Current]

MITSO is an IT club affiliated with Marmara University. I took responsibility for game development related works at MITSO and organized an event.

TECHNOLOGIES

Unity - Unreal - C - C++ - C# - Python - Java