ALPEREN ONAL

Graduated from Kırıkkale University Computer Engineering Department.
In the last two years, developed projects by myself by learning Unity.
So I have certain experience on Unity. Care about code readability and OOP
while working on my projects. I enjoy game development immensely
and look forward to being involved in major development projects.

CONTACT

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in Alperen ONAL

⌂ @alpereno

SKILLS

Programming

Java ●●●●●○

 C# ●●●●●○

Python ●●●●○○

C++ ●●●○○○

LaTeX ●●○○○○

Software & Tools

Unity ●●●●●○

Blender ●●●○○○
(Low Poly Game Object etc.)

Adobe Photoshop CS6 ●●○○○○

Language

English W & R ●●●●●○

English Listening ●●●●○○

English Speaking ●●●○○○

TECHNICAL SKILLS

Calculus I	Discrete Math
Linear Algebra	Data Structure
Algorithms	Operating Systems
Git	

SUMMARY

- Eager to delve in to the field of game technologies.
- Proficient in Java and C#.
- Punctual, hard-working, with efficient time-management skills.

⚙ EXPERIENCE

📅 2021-2021
📍 Alkame Games, Ankara

Intern

Worked on Unity to make a stealth game. Used most common Unity Packages.
Organized this game accordance with the SOLID principles.

📅 2020 - 2020
📍 Kirikkale University, Kirikkale

Intern

Studied Machine Learning with Python. My project was, regardless of its name, it is a program that predicts in which regions and at what percentage the game will be sold, based on platform, genre and manufacturer parameters.

🎓 EDUCATION

📅 2017 - 2021
📍 Kirikkale University, Kirikkale

Computer Engineering

🏆 GPA: 2.98/4.00

PROJECTS

* You can find the source code of all the projects I mentioned on my Github account.

🏆 **3D Top View Shooter Game with Unity**

- Playable files for Windows and Android devices are in my github account.
- It has many features such as audio, user interface in different resolutions, combo, spawner, recoil and reload systems.
- Used and gained a lot of knowledge about coroutines, event system, animations, most common Unity packages.
- Used some design pattern like Singleton, Object Pooling, State pattern.

🏆 **2D Game with OOP in Java**

- I've learned how things work in the background.
- I create some kind of my own data structure.
- Created own game structure.

🏆 **3D Matching Game**

- Developed a random controllable spawn system along with the inventory.
- Provided Interclass communication based on ScriptableObject Event system.

🏆 **Basic 2D and 3D Game with Unity**

- I've made a replica of some common Hyper-casual 2D and 3D games.
- Gained a lot of knowledge in the genre of Hyper-casual games.
- Developed a FPS game for my final project and worked about Post Processing on Unity.