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. I enjoy game development immensely and look forward to being involved in major development projects.



CONTACT

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in Alperen ONAL

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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



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

C EXPERIENCE

2021-2021

♀ Alkame Games,

Intern

Ankara

I've worked on Unity to make a stealth game. Organized this game accordance with the SOLID principles.

2020 - 2020

Intern

I 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
- Published on Play. Unity. There is a link in the contact section.
- It was last top down shooter game worked on.
- Gained and used a lot of knowledge about coroutines, event system, most common Unity packages.
- 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.
- P 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.

TECHNICAL SKILLS

Calculus I Discrete Math Linear Algebra Data Structure

Algorithms Operating Systems Git