

# 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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## SKILLS

### Programming

Java ●●●●●●●●  
C# ●●●●●●●●  
Python ●●●●●●●●  
C++ ●●●●●●●●  
LaTeX ●●●●●●●●

### Software & Tools

Blender ●●●●●●●●  
(Low Poly Game Object etc.)  
Adobe Photoshop CS6 ●●●●●●●●

### Language

English W & R ●●●●●●●●  
English Listening ●●●●●●●●  
English Speaking ●●●●●●●●

## 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 Intern  
📍 Alkame Games, Ankara  
I've worked on Unity to make a stealth game. Organized this game accordance with the SOLID principles.

📅 2020 - 2020 Intern  
📍 Kırıkkale University, Kırıkkale  
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 Computer Engineering  
📍 Kırıkkale University, Kırıkkale  
🏆 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.

### 🏆 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