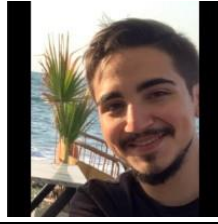


Arif Batuhan YILDIRIMOĞLU



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Address: 2935 St., Karabaglar-Izmir-Turkey

Birthday: 30 October 2000

Military Service Information: 18.04.2024 - 18.05.2024 (Military service by payment)

Education

2019 – 2023	Bachelor of Software Engineering, Izmir University of Economics (50% Scholarship)
2014 – 2018	Izmir Ozel Turk Anatolian High School

Work History

Aug 2022 – July 2023	Game Developer Intern, Happy Game Company, Izmir, Turkey <ul style="list-style-type: none">Developing hyper-casual games for mobile platforms.<ul style="list-style-type: none">Fisher RopeFashion Tailor (as senior project)Making full use of the Unity game engine.
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Languages

English (professional working proficiency)

German (Basic)

Skills

<ul style="list-style-type: none">JavaC#HTMLCSSSASSJavascriptReact	<ul style="list-style-type: none">NextJSSQLMySQLPostgresqlMongoDB	<ul style="list-style-type: none">Unity Game EngineMobile Game DevelopmentLow Poly Modeling (Blender)Basic Animation Creation For Mobile Games
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Certificates

2023, Computer Game Development Certificate - Izmir University of Economics

- Certificate earned after taking at least 7 elective courses in the field of gaming. (Main course topics: Basic and advanced game development, 3D modeling and animation, network programming in games)

Seminars

2019, Google Developer Group (GDG) Devfest, Izmir

2023, Google Developer Group (GDG) Devfest, Izmir

School Clubs

2014-2018, Lego Robotic Team, Izmir Özel Türk Koleji, Izmir

2019-2023, IEEE Computer Society, Role: Member, Izmir

2019-2023, IEEE IEU Student Branch, Role: Member, Izmir

Tournaments

2016, TrashTrek: “Çöpe Çözüm Çöple Çözüm” First Lego League Bilim Kahramanları Buluşuyor, Team: gomibasuta, Izmir

School Projects

2019

SE Bank

- A banking application where customers can make payments, deposit and transfer money.
- Technologies used:
 - Java

2020

hepsiorada

- Shopping platform similar to hepsiburada.
- Technologies used:
 - Java
 - JavaFX
 - SceneBuilder
 - CSS
 - SQLite

2020

My Neighbourhood

- A mobile game that tells the story of a man who comes to a neighborhood with little money and runs a market. The aim of the game is to buy all the buildings in the neighborhood by earning passive income.
- Technologies used:
 - C#
 - Unity Engine

2020	Pogo Jump <ul style="list-style-type: none"> It is a 3D level-based game in which you try to reach the character, jumping with Pogo, to the end of the level without hitting the obstacles. Technologies used: <ul style="list-style-type: none"> C# Unity Engine
2021	Tic-Tac-Toe 3D Multiplayer <ul style="list-style-type: none"> Multiplayer 3 dimensional tic tac toe game. Technologies used: <ul style="list-style-type: none"> C# Unity Engine Photon Engine
2021	Volleyball Arena Multiplayer <ul style="list-style-type: none"> Multiplayer 3 dimensional volleyball game. Technologies used: <ul style="list-style-type: none"> C# Unity Engine Photon Engine
2022	Foxy Jump <ul style="list-style-type: none"> A 2 dimensional game that aims to take a constantly running fox as high as possible without hitting obstacles. Technologies used: <ul style="list-style-type: none"> C# Unity Engine Photon Engine
2022	AI Puzzle Game <ul style="list-style-type: none"> Similar to 8-puzzle game, AI tries to reach the goal state according to the initial state. Technologies used: <ul style="list-style-type: none"> Python Search Algorithms: <ul style="list-style-type: none"> A* Uniformed Cost
2023	Modeling Project <ul style="list-style-type: none"> Character and clothing modeling, sculpting, light and texture, baking normal and UV maps. Technologies used: <ul style="list-style-type: none"> Blender