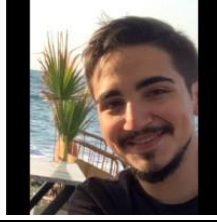# Arif Batuhan YILDIRIMOĞLU

E-mail: arifbatuhanyildirimoglu@hotmail.com

Phone: +90 553 286 45 17

Website: arifbatuhanyildirimoglu.com

LinkedIn: Contact me on LinkedIn

Github: Check out my Github account

Address: 2935 St., Karabaglar-Izmir-Turkey

Birthday: 30 October 2000

Military Service Information: Completed

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

- Developing hyper-casual games for mobile platforms.
  - Fisher Rope
  - Fashion Tailor (as **senior project**)
- Making full use of the Unity game engine.

Languages

English (professional working proficiency)

German (Basic)

Skills

- Java
- C#
- HTML
- CSS
- SASS
- Javascript
- React
- NextJS
- SQL
- MySQL
- Postgresql
- MongoDB
- Unity Game Engine
- Mobile Game Development
- Low Poly Modeling (Blender)
- Basic Animation Creation For Mobile Games

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 Ozel Turk 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

Projects

2024   **arifbatuhanyildirimoglu.com**

- Personal website of Arif Batuhan Yıldırımoğlu.
- Technologies used:
    - HTML
    - CSS
    - JavaScript
    - React
    - Next.js
    - Node.js
    - AWS (S3, Cloudfront)
- Link:
    - arifbatuhanyildirimoglu.com

2023   **Fashion Tailor**

- A hybridcasual tailor shop owner game made with Unity.
- Technologies used:
    - C#
    - Unity
    - Blender
- Link:
    - Fashion Tailor on Google Play Store

2022   **Fisher Rope**

- A hypercasual fishing game made with Unity.
- Technologies used:
  - C#
  - Unity
- Link:
  - [Fisher Rope on Google Play Store](#)

School Projects_____

2022   **Modeling Project**

- Character and clothing modeling, sculpting, light and texture, baking normal and UV maps.
- Technologies used:
  - Blender

2022   **AI Puzzle Game**

- Similar to 8-puzzle game, AI tries to reach the goal state according to the inital state.
- Technologies used:
  - Python
  - Search Algorithms:
    - A*
    - Uniformed Cost

2022   **Foxy Jump**

- A 2 dimensional game that aims to take a constantly running fox as high as possible without hitting obstacles.
- Technologies used:
  - C#
  - Unity Engine
  - Photon Engine

2021   **Volleyball Arena Multiplayer**

- Multiplayer 3 dimensional volleyball game.
- Technologies used:
  - C#
  - Unity Engine
  - Photon Engine

2021   **Tic-Tac-Toe 3D Multiplayer**

- Multiplayer 3 dimensional tic tac toe game.
- Technologies used:
  - C#
  - Unity Engine
  - Photon Engine

2020   **Pogo Jump**

- 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:
  - C#
  - Unity Engine

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   **hepsiorada**

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

2019   **SE Bank**

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