

Selim Aybars Duran

Computer Engineer

Antalya, Turkiye

aybarsduran@outlook.com | [+90 5389285382](tel:+905389285382) | [linkedin/aybarsduran](https://www.linkedin.com/in/aybarsduran) | [github/aybarsduran](https://github.com/aybarsduran) | [portfolio](#)

Profile

Computer Science Engineering graduate focused on Game Development. Quickly adapts to new technologies and tools, dedicated to delivering high-quality work and seeking opportunities for growth. Experienced in developing engaging 3D environments and implementing game mechanics.

Education

B.S. Computer Science Engineering

Akdeniz University

- **Primitive Pursuit (Senior Project):** ([Github](#))

Collaborated on a Unity-based survival game, focusing on gameplay mechanics and optimization to enhance player experience.

Technical Skills

- **Programming Languages:** C#, Java, Python, Kotlin, SQL
- **Tools / Platforms:** Unity, Android Studio, Git, Photon, Firebase, PlayFab
- **Technical Proficiencies:** OOP, SDLC (Agile Software Development), TDD, SOLID Principles

Work Experience

Freelance Software Engineer, Antalya, Turkiye

July 2023 – Present

Game Developer (Remote)

Tools/Technologies: Unity, C#, VR, 2D/3D Game Development, Upwork, Crazy Games, Yandex Games

- Developed and launched multiple 2D and 3D Unity-based games for various clients on Upwork, with a focus on gameplay mechanics, optimization, and mobile compatibility.
- Enhanced and optimized existing VR projects for clients, improving user experience and performance through Unity and C#.
- Independently developed and released games on platforms such as Crazy Games and Yandex Games, achieving successful launches and positive user feedback.
- Collaborated on several international research projects, contributing to Unity-based software development and prototyping for academic research.

Immerza, Antalya, Turkiye

September 2024 – Present

VR Developer Intern (Remote)

Tools/Technologies: Unity, C#, VR, Occlusion Culling, Light Baking, XR

- Developed a motivation-focused VR project using Unity, enhancing user engagement with immersive virtual environments.

- Focused on VR optimization techniques, including occlusion culling and light baking, to improve performance and ensure smooth experiences on VR hardware.
- Applied other VR optimization strategies, including level of detail (LOD) and texture compression, to ensure a high-quality, low-latency user experience.
- Worked with various VR devices, including Oculus, ensuring the project runs efficiently across platforms.

Turkish Aerospace, Antalya, Turkiye (On- site)

July 2022 – September 2022

Software Engineering Intern

Tools/Technologies: .Net6, C#, PostgreSQL, Git, Agile

- Contributed to a software engineering project utilizing .Net6, C#, and PostgreSQL to build backend systems, ensuring high-quality code and efficient data management.
- Actively participated in Agile development cycles, collaborating with cross-functional teams to deliver project milestones on time.
- Gained valuable experience in project management, documentation writing, and code versioning through close mentorship and hands-on involvement in the development process.

Foxpider Games, Antalya, Turkiye (On-site)

May 2022 – July 2022

Mobile Game Developer Intern

Tools/Technologies: Unity, C#, RayFire

- Developed a hypercasual game titled "Age Run" as the sole developer, from concept to release. The game was successfully launched on the App Store and received positive user feedback.
- Integrated a RayFire system into an existing project, optimizing the gameplay mechanics and improving performance by 20-25%.
- Focused on mobile game optimization, ensuring smooth gameplay experience across different devices.

Projects

Age Run – Hypercasual Game ([Appstore](#))

Released on App Store, Developed in Unity, C#

- Developed a hypercasual mobile game from scratch, focusing on game mechanics, player progression, and UI design.
- Successfully launched the game on the App Store, receiving positive user reviews and feedback.
- Implemented features like leaderboards and achievements, enhancing player engagement.

LinguaQuest – VR Puzzle Game ([MetaStore](#))

Developed in Unity, C# | Published on Metastore

- Developed a VR puzzle game designed to help players learn English by solving language-based challenges.
- Players progress through various levels by using English vocabulary and grammar to solve puzzles and unlock new stages.
- Published on Metastore, receiving positive feedback for its innovative approach to language learning and immersive gameplay.

HotelHive – Hotel Reservation App ([GitHub](#))

Developed in Android Studio, Kotlin | Backend with Firebase, Integrated with HotelsAPI

- Developed HotelHive, a hotel reservation app using Android Studio and Kotlin, providing users with a comprehensive platform to browse, compare, and book hotels in real-time.
- Integrated Firebase for backend services and HotelsAPI to enable real-time booking functionality.
- Focused on user-friendly design and efficiency to simplify the hotel reservation process.
- Designed to offer seamless navigation and quick access to hotel options, optimizing the user experience for better engagement and satisfaction.

MergeAHead – Casual Physics-Based Game ([YandexGames](#))

Developed in Unity | Published on Yandex Games, Crazy Games

- Developed a casual, physics-based game in Unity with simple mechanics and engaging gameplay.
- Published on Yandex Games and Crazy Games, offering a straightforward yet fun gaming experience with simple yet addictive gameplay mechanics.

VR Research Project with AI – Multiplayer VR Simulation ([Youtube Preview](#))

Developed in Unity for Oculus Quest | Photon Networking, Inworld AI

- Developed a VR research project aimed at simulating real-world exams, providing an immersive and interactive environment for users.
- Designed and implemented a robust multiplayer system using Photon Networking, allowing multiple users to interact within the VR environment.
- Implemented an AI-driven system with Inworld AI to create intelligent virtual agents that enhanced realism and engagement.
- Optimized for Oculus Quest, focusing on performance and smooth user experience in VR.

Certificates

- **C# (Basic)** : HackerRank [link](#)
- **Visual Studio for Unity Developers**: Linkedin Learning [link](#)
- **Java**: HackerRank [link](#)
- **Project Management Essentials**: Management and Strategy Institute [link](#)
- **Green Software for Practitioners**: The Linux Foundation [link](#)
- **Python**: HackerRank [link](#)

Language

- Turkish (Native)
- English (B2)