

# CANSU ARSLANGIRAY

## SUMMARY

Passionate third-year computer engineering student interested in game development. Proficient in C#, Unity Engine, and object-oriented programming. Eager to merge technical skills with creativity to craft engaging player experiences. Seeking opportunities to be a part of the industry and grow as a game developer.

Outside of my academic pursuits, I also have a passion for music and cinema, and I have dedicated a decade to the world of gymnastics, achieving successes in both domestic and international competitions.

## WORK EXPERIENCE

### Computer Engineering Intern

LTLZone

January - June 2024

I actively contributed to the improvement of their software solution, primarily working with and using Visual Basic. I collaborated closely with one other intern and my superiors to enhance both user experience and functionalities.

### Student Mentor

September 2023 - January 2024

Guided and supported incoming freshmen. Demonstrated a strong commitment to fostering a welcoming environment by introducing them to the school campus, providing insights into academic life.

### Computer Engineering Intern

AYGAZ - Directorate of Innovation and Intellectual Property Rights

August - September 2023

Participated in in-house entrepreneurial projects and actively contributed to project development. Engaged in the redesign of new website design of Aythink, an environment for employees to share their creative and innovative ideas and contribute to shared ideas.

### Game and App Academy Scholar

November 2022 - August 2023

Learned about entrepreneurship, project management, and game development using the Unity Engine. Successfully designed, developed, and published a game with a team, in which I took on the roles of both Game Developer and Product Owner. This experience provided me with valuable insights into game development and project management.

## PROJECTS

### DINO

- Developed an endless running game using Unity Engine, heavily inspired by the Chrome's Dino game.
- Integrated easy one-tap controls for jumping.
- Implemented increasing difficulty as the game progresses.
- Added score tracking and display of the player's high score.

### SUSUWATARI

- Developed a mobile game using Unity Engine, that replicates the classic gameplay of Flappy Bird.
- Implemented challenging gameplay of navigating the Susuwatari between through a series of pipes.
- The game features simple controls and addictive gameplay, perfect for quick and fun gaming sessions.

### DESERT RUN

- Developed an endless runner game using Unity Engine.
- Implemented a gameplay in which the player must steer the character left or right, and jump to avoid collision with obstacles.
- Implemented increasing difficulty by increasing the speed of the character over time and a scoring system.





## CONTACT

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## EDUCATION

B.S

Computer Engineering

IZMIR UNIVERSITY OF ECONOMICS

September 2020 - June 2025

GPA 3.10

High School

ŞEHİT ABDÜLKADİR KILAVUZ

ANATOLIAN HIGHSCHOOL

GPA 91.51

## SKILLS

- Programming languages:
  - C#, Java, Python, SQL
- Project Management
- Git for version control System
- Unity Engine
- JavaFX
- Gradle
- MySQL
- Jetbrains Tools

## LANGUAGES

English: Fluent

Spanish: Elementary

## CERTIFICATIONS

Google Project Management

Coursera

Game Development with Unity

OYUN VE UYGULAMA AKADEMİSİ

Python for Machine Learning

GLOBAL AI HUB

Tensorflow Bootcamp

GOOGLE DEVELOPER GROUP

Flutter Bootcamp

GOOGLE DEVELOPER GROUP