CANSU ARSLANGİRAY

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SUMMARY

Dynamic and motivated third-year Computer Engineering student with a passion for game development and a solid background in programming. Experienced in C# and the Unity Engine and some other tools essential for game development. Demonstrated ability to collaborate effectively in multidisciplinary teams to deliver high-quality projects. Excited to leverage academic knowledge and practical skills to work on innovative game development projects.

EDUCATION

Izmir University of Economics   2021 - 2025
B.Sc, Computer Engineering   GPA 3.0

EXPERIENCE

LTLZone   January 2024 - June 2024
Computer Engineer Intern   *İzmir, Türkiye*
- I actively contributed to the improvement of their software solution, primarily working with Visual Basic.
- I collaborated closely with my superiors to enhance both user experience and functionalities.

Izmir University of Economics   September 2023 - January 2024
Student Mentor   *İzmir, Türkiye*
- Guided incoming freshmen by introducing them to the school, providing insights into academic life.

AYGAZ   August 2023 - September 2023
Computer Engineer Intern   *İstanbul, Türkiye*
- I participated in in-house entrepreneurial projects and actively contributed to project development.
- I engaged in the redesign of their new website design of "Aythink".

Oyun ve Uygulama Akademisi   November 2022 - August 2024
Unity Developer Trainee   *İzmir, Türkiye*
- Learned about entrepreneurship, project management, and game development using the Unity Engine.
- Successfully designed and developed, a game with a team, in which I took on the roles of both Game Developer and Product Owner.

PROJECTS

Zombie Farmer
- Developed a top-down shooter mobile game where players defend their fields from various enemies.
- Implemented progressive difficulty, with increasing challenge with each level.
- Added time management and power-up elements for heightened excitement.

Desert Run
- Created an endless runner mobile game where players avoid obstacles by moving horizontally.
- Integrated coin collection and high score tracking for enhanced replayability.
- Designed a system where player speed increases over time for added challenge.

Unlocker's Tale
- Developed a 3D third-person adventure game where players search for keys to unlock doors and progress.
- Crafted three distinct levels, each offering unique gameplay experiences.

CERTIFICATES

- Project Management
  Google 2023
- Entrepreneurship Training
  Oyun ve Uygulama Akademisi
- Game Development with Unity
  Oyun ve Uygulama Akademisi 2023
- W-energy Advanced Entrepreneurship Program
  LEARNECO | Learning Ecosystem

SKILLS

- Programming languages: C#, Java, JavaScript, VBA, SQL.
- Experience with the Git version control system and the Unity Engine.