



Yunus Emre Çetin

GAME DEVELOPER

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Objective

A passionate software engineer dedicated to contributing to a talented team and creating engaging, memorable games while continuously advancing in the field of game development.

Experience

LABOR Bilişim | Game Developer

Oct 2023 - Present

- Developed and revised 40+ games
- Worked with Firebase & Addressable
- Experienced on testing, version control and brainstorming
- Created GDD & Idea reports

Rootcraft Game Technologies | Game Developer Intern

Jul 2022 – Aug 2022

- Developed 3D hyper-casual game called ``Pinball Race``
- Combines stacking and racing mechanics with AI bots
- Used and managed third-party assets
- Effectively used Git and participated in brainstorming

Kuixo | Game Developer Intern

Aug 2021 – Aug 2021

- Developed 2D hyper-casual game called ``Big Dot``
- Combines puzzle and merge mechanics
- Dynamic level generation from text. Managed third-party assets
- Created GDD. Effectively used Git and participated in brainstorming

Education

Atılım University, BS Software Engineer

2019 - 2023

CGPA: 3.42 / 4.00

Awards

Genç Beyinler Yeni Fikirler Ankara

1st Place

Genç Beyinler Yeni Fikirler is an inter-university graduation projects competition in Turkey. Our team placed first in the sectoral solutions category and won 10.000 ₺.

Projects & Research

ECE VR - Graduation Project

My graduation project was developing an existing TUBITAK project (112K287) called "ECE (Endonöroşirurji Cerrahi Eğitimi)" into VR. ECE is a simulation developed for surgical residents to practice their hand-eye coordination before performing surgery on people. ECE VR simulation provides a user experience set in a realistic surgical operating room environment with various scenarios. Throughout this process, the simulation allows users to view their own progress and compare it with their previous experience by tracking various in game parameters. ECE VR project is presented to industry professionals and tested by surgical residents at Hacettepe University Neurology Department.

UNDERSTANDING USER EXPERIENCE (UX) FOR VIRTUAL REALITY BASED SURGICAL TRAINING - Research

During my education, I participated in research with a VR simulation we developed with my teammates. Simulation is developed in Unity with Meta Oculus Quest 2 VR device. My role was developing the simulation in Unity 3D.

Certifications

Unity Junior Programmer

Online course provided by Unity

Unity Essentials Pathway

Online course provided by Unity

Unity ile 2D Oyun Programlamaya Giriş

Online course provided by Atılım Computer Club

References

Burcu Coşkun Şengül

Co-founder at Kuixo, Lead at Facebook Developers Circles, Board Member at Game Developers Association of Turkey

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