



# YUNUS EMRE ÇETİN



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## EDUCATION

### Atilım University

Software Engineering

2019 - 2023 CGPA: 3.42

### Nermin Mehmet Çekiç

Anatolian High School

2015 - 2019 CGPA: 88.47

## TECHNOLOGIES

- Unity
- Visual Studio Code
- Github
- Firebase

## COMMUNITIES

- Game Factory *Member*
- ÜNOG *Member*
- İTÜ OTG *Member*
- The Game Circle *Member*

## LANGUAGES

- English *B2 - C1*
- German *A1*

## HOBBIES

- Video games
- Fitness
- Puzzle & Lego

## SUMMARY

As a 23 years old software engineer, my objective is to be a part of a company where I will learn and develop my skills in game development and create fun games.

## EXPERIENCE

### JUNIOR GAME DEVELOPER

LABOR Bilisim

Oct 2023 - Present

- Developed 2D and 3D hyper-casual / casual games for Witmina app which aims to collect cognitive data and helps users to build their cognitive skills. During my work, I made 23 games, updated previously released games, and took part in the development of the Witmina app in Unity. I have hands-on experience with Unity addressables, Firebase, and building for multiple platforms. I took part in testing of both games and the app. I effectively used Github and GitLab with SourceTree. I participated in the brainstorming of new ideas.

### INTERN

Rootcraft Game Technologies

Jul 2022 - Aug 2022 (2 Months)

- Developed a 3D hyper-casual game called "Pinball Race" which combines stacking and racing mechanics with AI bots and uses swerve controls. Used and managed third-party assets like Dreamteck Splines. Handled animations and particles. Effectively used Github with SourceTree. Participated in brainstorming of new game ideas.

### INTERN

Kuixo, Inc.

Aug 2021 - Aug 2021 (1 Month)

- Developed a 2D hyper-casual game called "Big Dot" which combines puzzle and merge mechanics and uses tap controls. Created dynamic generation of levels from text. Used and managed third-party assets like ITween & DoTween. Effectively used Github with SourceTree. Participated in brainstorming of new game ideas. Prepared Game Design Document for the project.

## AWARDS

### GENÇ BEYİNLER YENİ FİKİRLER ANKARA

First place in "Sectoral Solutions" category

- 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 ₺.

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## CERTIFICATIONS

### UNITY JUNIOR PROGRAMMER

Online course provided by Unity

### UNITY ESSENTIALS PATHWAY

Online course provided by Unity

### UNITY İLE 2D OYUN PROGRAMLAMAYA GİRİŞ

Online course provided by Atılım Computer Club

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## PROJECTS & RESEARCH

### ECE VR

Graduation project

- My graduation project was developing an existing TUBİTAK 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 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 a 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.
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## 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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### **Nergiz Ercil Çağıltay**

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