

Deniz Eryılmaz

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EXPERIENCE

Hero Concept

Remote / İstanbul, Türkiye

Software Engineer / Technical Artist

Sep 2022 - Present

- Worked on [Mayhem Brawler II : Best of Both Worlds](#).
- Made inhouse tools for Blender and maintained 3D pipeline, made pipeline tools.
- Wrote and profiled optimized shaders and VFXs with Shaderlab.
- Implemented systems, tools, UI, graphics and gameplay features using C# in Unity.
- Debugged and optimized code for PC and several console platforms. (XBOX/PS4/PS5/SWITCH)

Intern Software Engineer

July 2022 - Sep 2022

- Worked on [Mayhem Brawler II : Best of Both Worlds](#).
- Experimented with several stylized outline techniques.

Freelance

Remote

Software Engineer / Technical Artist

Jan 2022 - Present

- Implemented systems, graphics and gameplay features using C# in Unity.
- Wrote and profiled optimized shaders and VFXs using Shaderlab and ShaderGraph.

MAKU HAYTEK

Burdur, Türkiye

Software Engineer

Dec 2021 - July 2022

- Implementing backend features for several projects using Laravel/PHP.

EDUCATION

Mehmet Akif Ersoy University

Burdur, Türkiye

BS, Computer Engineering

Sep 2019 - July 2023

- GPA : 3.36
- Graduated with a thesis about Ray marching using CUDA cores in OpenGL.

LEADERSHIP & ACTIVITIES

Qual Games (Game Jam Team)

Türkiye

Game Designer / Lead Programmer

Sep 2019 - Present

- Won two 1st place and 4th place in prized game jams. (Magara Game Jam, Bogazici Game Jam)
- Made several games in 48/72 hours.

SKILLS & INTERESTS

Language: Turkish (Native), English (Fluent)

Technical: Unity, Godot, Git, Linux, Blender, Monogame, SDL, OpenGL, Vulkan, RenderDoc, Arm Mobile Studio, C/C++, C#, GLSL, HLSL, CG, Python, Lua, JavaScript

Interests: Music, Drawing, Indie Games, Technical Art, Linux