



EMİR ERGÜLER

UNREAL ENGINE DEVELOPER

PROFILE

Career Objective

Through my experience in the game industry, I have strengthened my ability to work effectively in a team. Now, I aim to pursue a career in the field of Information Technology (IT). With my background in machine learning and data science, my software development skills, and international internship opportunities, I aspire to become an IT professional who contributes on a global scale.

Experience Highlights

- Actively participated in coding core systems within a game development project.
- Improved my discipline in project management and teamwork through Agile methodologies (JIRA, MIRA).

Skills

- ◆ Programming Languages
 - Frontend: HTML, CSS, JavaScript
 - Backend: PHP, Java, C#
 - Database: MS SQL
 - Scripting / Data Science: Python
- ◆ Other Technical Skills
 - Web application development using Kuika
 - Experience with Linux systems
 - Training in Machine Learning & Data Science
 - Team management and Agile processes with JIRA & MIRA

WORK EXPERIENCE

SUNKEN SOFTWARE

- Freelance 4 month

REFERENCE

UĞUR AKÇA

Level / Game Designer

Linkedin: <https://www.linkedin.com/in/ugurakca/>

10 years as a level designer and 3D environment artist.

CONTACT

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EDUCATION

2023-2025

İZMİR UNIVERSITY OF ECONOMICS

- Computer Programming

2019 - 2023

DR GUNGOR OZBEK ANATOLIAN
HIGH SCHOOL

SKILLS

- Project Management
- Public Relations
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

LANGUAGES

- Turkish
- English