EREN İNANCI

COMPUTER SCIENTIST

PROFILE

Guitarist, Gamer, Shader Enthusiast and Lifetime Learner.

SKILLS

Coding Technologies/Libraries/Frameworks

C#(Mainly), C++, JavaScript, ReactJS, TypeScript

Skills

- Strong Object Oriented Programming Skill
- Strong Knowledge of Game Optimisation
- Strong "Unity Game Engine" Features Knowledge
- Strong Knowledge of Game Programming Patterns
- Strong Git-Flow Development Knowledge
- Strong Unity Editor&Tool Programming Knowledge
- Strong Knowledge of Software Architecture
- Good Understanding of Game Feel
- Keen eye for Post-Process, Lightning&Shadow
- Knowledge of SOLID Principles

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Github: https://github.com/ereninc

CAREER SUMMARY

Game Developer
"Hygge Studios-Estonia" | Mar 2023 to Current
- Mid-Level Developer

Game Developer
"OGO Play" | Dec 2022 to Feb 2023
- Mid-Level Developer - Until Liquidation

Game Developer
"Cube Games" | Dec 2021 to Sept 2022
- Mid-Level Developer - Until Liquidation

Junior Game Developer
"Cube Games" | June 2021 to Dec 2021
- Junior Developer

EDUCATIONAL TRAINING

Sakarya University
Bachelor of Science in Computer Engineering
- Attended from Sept. 2018 to June 2021

Istanbul University
Computer Programming
- Attended from Sept. 2016 to June 2018

Trakya University
Mathematics
- 2015 - Dropout

PROJECTS

My Personal Portfolio (Game Projects, Web Projects and others)
- https://ereninc.github.io/

Computer Games on itch.io (as College Student) :
- https://0xmemory.itch.io/

Android Games on Google Play (as College Student) :
- https://play.google.com/store/apps/dev?id=9082966488677640197