# EREN İNANCI

COMPUTER ENGINEER

## PROFILE

**Guitarist, Gamer, Shader Enthusiast and Lifetime Learner**

## SKILLS

**Coding Languages**
C#, C++, JavaScript

**Technologies/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
- Knowledge of Unity Shader Programming
- Knowledge of Unity ECS v0.51

## ABOUT ME

Email: erencan_inanci@hotmail.com
Cell: 0544 970 42 64
Address: Istanbul/Bakirkoy, TURKEY
Date of Birth: 09-16-1997
Nationality: Turkish
Link: www.linkedin.com/in/ereninanci/
Github: https://github.com/ereninc

## CAREER SUMMARY

**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

**Indie Game Developer**
2013 to 2021
- Worked on dozens of Mobile & Computer games with several game engines and programming languages almost for a decade.
- Most of them at my GitHub page with some of Top-Chart game clones.

## 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

**I've made 18 games, which published on AppStore and Google Play by Cube Games :**
- https://ereninc.github.io/index.html

**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