



# Furkan Deniz

## Electrical Electronic Engineer

I am an electrical and electronics engineer. I am a passionate person about developing games and creating new game ideas. I am always willing and curious to learn by doing research.

## CONTACT

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linkedin.com/in/furkandeniz1

https://frkndnz.github.io

Ankara/Turkey

## PORTFOLIO

You can find at my portfolio in here  
<https://frkndnz.github.io/#works>

## EDUCATION

2019

**Electrical Electronic Engineering**  
Konya Technical University

## SKILLS

- Unity
- Programming
- UI Designing
- Augmented Reality
- Animation
- Problem Solving
- Team Player

## LANGUAGE

Turkish

English

## EXPERIENCE

2021 - Present

Lecten

### UNITY GAME DEVELOPER

- Full time game developer
- Mobile game optimization
- UI Design
- Assests integration
- Animation design
- 3D model transfer

2019 - 2019

Pi Makine

Intern

2016 - 2016

Asya Trafik A.Ş.

Intern

## HONOURS AND AWARDS

2019

**Tübitak 2242 University students research project competition**  
**Electronics lab training with augmented reality(AR)**

I designed a mobile application with Unity3D ; in this project, it is aimed that users can log in to the system and control and observe electronic circuits with augmented reality

**Konya won the regional championship and the right to participate in Teknofest**

## REFERENCE

**Mehmet Şakar**

Co-Founder at Lecten

Email : mehmet@lecten.com