Furkan Katı

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# İnformation

* I developed a game with ECS system
* I used DOT phyiscs system
* I used Havoc phyics
* I used Admob
* I used Game analytics
* I know physics based games
* I know how to create meshed dynamically by code
* I used editor scripts to create level automatically
* I used GPU instancing to optimiz GPU memory performance
* I know C#for 8 years
* I know phyton and AI ( keras and tensorflow for image processing)

# Games

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| --- | --- | --- |
| Game | Youtube link | Google play link |
| Cube game | <https://www.youtube.com/watch?v=Zr8zzi-pEgQ&ab_channel=katifurkan> |  |
| Master blade | <https://www.youtube.com/watch?v=PfP1g-4PAgc&t=14s&ab_channel=katifurkan> |  |
| Prism runner | <https://www.youtube.com/watch?v=iz_5lBScpH4&ab_channel=FavGames> | <https://play.google.com/store/apps/details?id=com.favgames.Prismrunnergame> |
| Baloon boom | <https://www.youtube.com/watch?v=OidlqdqaQmg&ab_channel=katifurkan> | <https://play.google.com/store/apps/details?id=com.favgames.BalloonBoom> |
| BalanceBox | <https://www.youtube.com/watch?v=XXofDI67auo&ab_channel=FavGames> | <https://play.google.com/store/apps/details?id=com.favgames.BalanceBox> |
| Pendulum game | <https://www.youtube.com/watch?v=HoWbAJVL1u8&feature=youtu.be&ab_channel=FavGames> |  |
| Catapult game | <https://youtu.be/BPWP91NpX_s> |  |