Furkan Tekcan

Game Developer

Sisli / Istanbul
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EDUCATION

YILDIZ TECHNICAL UNIVERSITY, Mechatronics Engineering - *Bachelor's Degree*

September 2014 - June 2022

ICEL ANATOLIAN HIGH SCHOOL

2009 - 2013

EXPERIENCES

Atlas Software, Istanbul - *Game Developer*

March 2022 - Currently

- Developed and maintained mobile game, including Run Masters, Sky Conqueror: Istanbul and Sky Wars Istanbul
- Collaborate with artists, designers and other developers to implement game mechanics, UI design and multiplayer features
- Use agile methodologies, specifically Scrum, to manage and organize work within the team
- Participate in daily stand-up meetings, sprint planning sessions and retrospectives to ensure efficient and effective development process

  - Run Masters (https://play.google.com/store/apps/details?id=com.AtlasGames.AtlasRunner&hl=tr&gl=US)
  - Sky Conqueror: Istanbul (https://play.google.com/store/apps/details?id=com.AtlasGames.SkyConqueror&hl=tr&gl=US)
  - Sky Wars Istanbul (https://play.google.com/store/apps/details?id=com.atlasyazilim.SkyConqueror)

DOF Robotics, Istanbul - *Intern*

July 2021 - September 2021
- Worked on the front-end of the server interface of VR glasses for RIOT
- Completed the development of an unfinished multiplayer game, Voyager
- Fixed registration and login bugs, gameplay bugs and added features to the game

Freelancer - *Game Developer*

February 2020 - March 2022
- Developed a variety of games, including mobile games and PC games
- Proficient in using Unity, Git, Firebase, Photon Engine, Playfab, GoogleAds, IronSource, GameAnalytics, Flutter, .Net and WPF

Yildiz Technopark Prototype Workshop, Istanbul - *Intern*

August 2019 - September 2019
- Designed mechanical parts using Solidworks
- Experience using milling and lathe machines

SKILLS

Operating Systems: Linux, macOS
Programming: C#, C++, Bash, XAML, Python
Tools & Technologies: Unity, UnrealEngine, Git, Firebase, Photon Engine, PlayFab, GoogleAds, IronSource, GameAnalytics, Flutter, .NET, WPF
Others: Microcontroller programming

LINKS

Itch.io: https://furkanr-f.itch.io/

Github: https://github.com/furkantekcan

Linkedin: https://www.linkedin.com/in/furkan-tekcan-b0b50b20a/