Furkan Tekcan

Istanbul, TURKEY

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TECHNICAL SKILLS

- **OPERATING SYSTEMS:** Linux, macOS
- **PROGRAMMING:** C#, C++, Bash, XAML, Python, SQL, Java
- **TOOLS & TECHNOLOGIES:** Unity, UnrealEngine, Godot Engine, Unity VR, Git, Firebase, Photon Engine, PlayFab, AdMob, GoogleAds, IronSource, Adjust, Applovin, GameAnalytics, Flutter, .NET, WPF, Android Studio
- **OTHERS:** Microcontroller programming, Solidworks

EDUCATION

YILDIZ TECHNICAL UNIVERSITY   2014 - 2022

Mechatronics Engineering   *,Bachelor's Degree (%100 Eng.)*

EXPERIENCE

Blockville, Istanbul   April 2024 – Currently
MID. GAME DEVELOPER

- Fixed bugs and added environmental behavior on the Obilia (https://store.steampowered.com/app/2856590/Obilia/)
- Collaborated with artists, designers and other developers to implement game mechanics
- Participate in daily stand-up meetings, sprint planning sessions and retrospectives to ensure efficient and effective development process

Atlas Software , Istanbul   April 2022 – September 2023
GAME DEVELOPER

- Developed and maintained mobile games, including Run Masters, Sky Conqueror: Istanbul and Sky Wars Istanbul
- Implemented localization features to support multiple languages, enhancing the accessibility and user experience of the games.
- Designed and implemented enemy AI systems to create challenging and dynamic gameplay experiences.
- Optimized the developed games to improve performance and user engagement.
- Collaborated with artists, designers and other developers to implement game mechanics, UI design and multiplayer features
- Utilized agile methodologies, specifically Scrum, to manage and organize work within the team.
- Integrated firebase and game analytics services
- Participate in daily stand-up meetings, sprint planning sessions and retrospectives to ensure efficient and effective development process
- Practiced VR Game Development
- **Projects :**
    Run Masters: (https://apps.apple.com/us/app/run-masters-online-race/id1605994909)
    Sky Conqueror: Istanbul (https://play.google.com/store/apps/details?id=com.AtlasGames.SkyConqueror&hl=tr&gl=US)
    SkyWars Istanbul: (https://play.google.com/store/apps/details?id=com.atlasyazilim.SkyConqueror)

DOF ROBOTICS , Istanbul   July 2021 – September 2021
INTERN

- **Voyager**
    - Completed the development of an unfinished multiplayer game
    - Fixed registration and login bugs, gameplay bugs and added features to the game
    - Implemented Photon PUN (Photon Unity Networking) and fixed bugs to facilitate multiplayer functionality

- **RIOT** (https://dofrobotics.com/products/riot)
    - Debugged the server interface of VR glasses for RIOT, focusing on ensuring smooth communication and functionality
    - Conducted bug fixes and optimizations on TCP/IP protocol scripts to enhance the stability and performance of the VR glasses server interface
    - Contributed to the front-end development (WPF) of the server interface for RIOT VR glasses, improving the user interface and overall usability

FREELANCE   February 2020 – March 2022

GAME DEVELOPER

- Developed a diverse range of games for various platforms, including mobile and PC, using Unity.
- Successfully implemented and integrated third-party services such as Firebase, Photon Engine, PlayFab, GoogleAds, IronSource, and GameAnalytics to enhance game functionality and monetization strategies.
- Collaborated closely with clients to understand their vision and requirements, ensuring the timely delivery of high-quality products that met or exceeded expectations.
- Led the development and implementation of multiplayer features, including matchmaking, real-time communication, and synchronization, utilizing Photon Engine to create seamless online gaming experiences.
- Designed and implemented gameplay mechanics, UI/UX elements, and player progression systems, focusing on enhancing user engagement and retention.
- Optimized game performance and stability through debugging, profiling, and implementing efficient coding practices.
- Demonstrated versatility by developing applications using .NET and WPF, expanding expertise beyond game development.
- Actively participated in client meetings, providing updates on project progress, gathering feedback, and iterating on features to meet evolving requirements.
- Maintained effective communication channels with clients, promptly addressing any issues or concerns to ensure client satisfaction and project success.

YILDIZ TECHNOPARK PROTOTYPE WORKSHOP , Istanbul   August 2019 – September 2019
INTERN
- Designed mechanical parts using Solidworks
- Experience using milling and lathe machines

ACADEMIC PROJECTS

YILDIZ TECHNICAL UNIVERSITY   2014 - 2022
HUB MOTOR DEVELOPMENT

- **Contribution:** Led the development of a hub motor project from initial design concepts to production.
- **Design Phase:** Collaborated with a team of engineers to conceptualize and design the hub motor system, focusing on efficiency, performance, and safety.
- **Prototyping:** Oversaw the prototyping phase, conducting rigorous testing and iteration to refine the design and ensure functionality.
- **Manufacturing:** Managed the transition from prototyping to production, coordinating with suppliers and manufacturers to ensure quality control and timely delivery.
- **Testing and Optimization:** Conducted extensive testing and optimization processes to validate performance metrics and identify areas for improvement.
- **Documentation:** Prepared comprehensive documentation detailing the design specifications, manufacturing processes, and testing procedures for future reference.
- **Presentation:** Presented the hub motor project findings and outcomes to faculty members and industry professionals, showcasing the team's achievements and insights gained.

LANGUAGES

- **TURKISH:** Native
- **ENGLISH:** Advanced
- **ITALIAN:** Beginner