FURKAN YUKSEL
Game Developer / Software Engineer
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Summary

I am Furkan Yüksel and I am a 4th year Computer Engineering Student at Yıldız Technical University. I first began programming in high school, and the first language I learned was C#. I also took database classes. Thus, I started coding desktop automation applications. The first application I coded was a technical service management program. When I started university, I learned Php and coded backend panels for websites using the CodeIgniter library. I founded Backdevs with my friends, and we started selling the websites. In my third year of university, I got introduced to game programming with Unity through a mid-term Project. Game programming has always been an area I have wanted to get into. After the successful completion of my project, I started an internship at Fiber Games. I am currently developing games with Unity.

Experience

Fiber Games
Game Developer Intern | June 2022 – May 2023

- As an intern at Fiber Games, I developed different interesting features for the games in the marketing side, and also I added different level designs to the games.
- I developed different game mechanics that are not present in the game but will be interesting to the user.
- I worked on R&D projects to develop core mechanics that can be used in the future.
- I prepared the CPI videos required for the release of the games on the market.
- I also developed the Fiber Panel to easily access and organize game designs used in the games.

E-Açık Kaynak
Co-Founder and Mentoring Project Leader | Nov 2020 – Aug 2021

- We collaborated with our university club to create educational videos to help students, and also conducted interviews with industry professionals about the areas that students are interested in.
- I conducted one-on-one interviews with engineers from leading defense industry companies in the sector.
- I recorded C# tutorial videos that are aligned with our university curriculum for students to benefit from.

DSC YTU
Software Team Coordinator | June 2020 – Aug 2021

- Our club has won the Google membership, which is given only to one club in each university, after long efforts.
- When I took over as the head of the software team, I also took on the coordinator role for this membership. Here, we directed various trainings to our teams and club members.

Backdevs
Co-Founder | May 2018 – Feb 2020

- I developed websites with my friends and made them available for use by different companies in the industry. As a backend developer, I developed panels for websites.
- We provided corporate email service to companies in need.
- We automated their tasks such as invoicing and moved them to the site panels.
- We created our own panels and shaped them according to the needs of the companies.

Skills

Game Engines | Unity – Godot

- I have been actively developing games with Unity for 1.5 years.
- During this process, I have developed many game projects for my university. I am currently working on a multiplayer game which will be a construction and management simulation game where players will develop colonies and build constructions for them.
- In my individual work, I developed clone games to improve myself and worked on core mechanics.
- In addition to my individual projects, as an intern at Fiber Games, I had the opportunity to review and work on many mobile game projects.
- We worked on Godot at my university club, and I had learning-oriented projects, and we reached the pre-intermediate level.

Programming | C# - Java – Python

- In addition to my game projects with C#, I have developed automation systems such as technical service automation, student tracking system using form applications. I also developed an application that detects voice and executes commands using a speech recognition library.
- I had experience with object-oriented programming in Java, and I also developed a 2D game as a project. In the game, I created animations with spritesheets and wrote my own collider system.
- I worked on Android programming with Java and developed small applications for project.
- I worked on a project using the OpenCV library with Python to control a vehicle with eye tracking. I also worked on signal systems using Python.

Front-end & Back-end | Php - jQuery - HTML - CSS – Javascript

- In my projects for websites, I frequently used these languages.
- I developed panels using CodeIgniter library of Php.
- I worked on performing database operations without refreshing the page using jQuery.
- In addition to these, I have also used HTML, CSS, and JavaScript extensively to make websites more dynamic in the front-end.

Database | MSSQL - MySQL - SQLite

- I used MsSQL in my automation projects written in C#.
- MySQL in the websites that I developed with PHP.

- While developing for Android, I used SQLite.

Education

Yıldız Technical University (2019 - 2023)

- Bachelor's Degree, Computer Engineering
  - Foreign Language Education, B1 English (Half Year)

Istanbul Gelisim University (2016 - 2018)

- Associate's Degree, Computer Programming

Bahcelievler Technical High School

- Computer Programming, Database

Certificates

Unithon Engineering'22 | Peak Games

- I was selected for the hackathon organized by Peak Games and earned the right to participate. I discovered new perspectives on object-oriented programming there.
- During the given time, we were tasked to develop missing parts of the Toon Blast game.