Curriculum Vitae

ELIF YILMAZ

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OBJECTIVE

Passionate high school student seeking to pursue a Bachelor's degree in Informatics at TUM, with long-term goal of specializing in Game Development and Computer Graphics.

EDUCATION

Istanbul Erkek Lisesi
High School Diploma (Expected June 2025)
GPA: 92/100 | Class Rank: 5/180

TECHNICAL SKILLS

- Programming: C++, Python, C#, JavaScript
- Game Engines: Unity (3 years), Unreal Engine (1 year)
- 3D Modeling: Blender, Maya basics
- Version Control: Git, GitHub
- Languages: Turkish (native), English (C1), German (B1)

EXTRACURRICULAR ACTIVITIES

Game Development Club - President (2023-2025)
- Founded and led club with 25+ members
- Organized game jams and workshops

Global Game Jam 2024 - Participant
- Developed puzzle game in 48 hours using Unity
- Team of 4, responsible for gameplay programming

ACHIEVEMENTS

- 2nd Place, National High School Programming Competition 2024
- YKS Score: Top 1% in Mathematics
- Published 3 games on itch.io with 1000+ downloads