İsa TEZCAN



CONTACT INFORMATION

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OBJECTIVE & SUMMARY

As a software specialist aiming to contribute to brands' global presence through gaining experience in digital transformation projects, I am a game developer with a passion for shaping the future. By utilizing my expertise in game development and iOS applications, I aspire to lead brands in preparing for a stronger future. Simultaneously, I embrace iOS development as a hobby, continuously challenging myself to stay updated with innovations in the field. With the goal of taking on a role that guides branding strategies with a focus on technological leadership, I aim to advance both myself and organizations.

**Summary**: I develop projects in Unity using C#, focusing on creating a core system for faster prototyping.

PROFESSIONAL SKILLS

**Creativity (L4):** Ability to shape not only visual design but also user experience, influence users, and overcome technical challenges.

**Teamwork (L5):** Competence in task sharing and completing projects faster and more efficiently.

**Problem Solving (L4):** Ability to solve unknown problems during the coding process or when creating projects from scratch.

**Self Management (L5):** Ability to complete projects on time and within budget.

**Communication Management (L5):** Ability to communicate with non-technical project managers and team members.

**Time Management (L3):** Balancing workload, setting priorities, and meeting deadlines.

**Adaptation (L3):** Keeping up with current technology and developments.

TECHNICAL SKILLS

**C# :** Developing game projects, writing and updating the foundations of related systems.

**Unity:** Developing game projects, creating and updating animations.

**Zenject:** Managing user interactions, creating animations, and dynamically updating data.

**Swift:** Learning the native application language for iOS development.

**XCode:** Learning to design improvements using the interface and components.

**Html & Css & Javascript:** Producing, coding, and developing web interfaces using required libraries.

USED TECHNOLOGIES AND PROGRAMS

**Unity & C# :** Developing and improving game projects and systems.

**Third-Party Packages :** Using packages such as Dotween, Odin Inspector, SRDebugger, and UniTask to improve and update systems.

**Zenject :** Facilitating readability, simplifying coding with Dependency Injection, and enabling collaborative development.

**Git :** Using the version control system to track and manage source code.

**Json :** Using a text-based data format to store and transport data in a readable format.

**Photoshop-Figma-Adobe XD :** Designing and prototyping web projects successfully.

WORK EXPERIENCE

2021 – Present **Game Developer**, *Semruk Games*

* *Develop, test, and improve game projects, and enhance the system foundation.*
* *SHelper: A utility package speeding up the game prototyping process. It includes ready-made packages, expediting game development and ensuring projects come out faster and in a common language. The project is built with Zenject and MVC and is regularly updated.*

*Advertisement: A package designed to manage advertisement SDKs within the system.*

*Analytics: A package allowing the sending of analytical data to used services and detailed visualization on those services.*

*Editor Packages: Within SHelper, it ensures update control, package controllers, and post-process operations for iOS and Android.*

*Extension Packages: Includes extension classes that can be used within Unity components, simplifying tasks.*

*Game: A package where systems such as user interface, level, money, upgrades, etc., are implemented within the game.*

*Installers: The entry point for the structure that removes dependency injection in the project. It integrates with Zenject.*

*Logger & Log Sender: A package that houses the log system within the game. Log Sender automatically sends logged information from the game to Slack.*

*Manager: Houses all general managers within the game (Game Manager, Vibration Manager, Level Manager, Loading Screen Manager, Save Manager, Sound Manager, UI Manager)*

*Remote Config: A utility package allowing the adjustment of data and management of the game through an admin panel.*

*SDK Helper: A utility package facilitating the addition of SDKs.*

*Utilities: Includes necessary and required plugins when creating a project.*

Technologies: Unity, C#, Zenject

2021 – 2021 **Game Developer**, *Gameguru*

*Developing, testing, and being a part of the prototype team for game projects.*

* Check the portfolio section on the [link](https://isatezcan444.github.io/resume/) for a closer look at game prototypes.

Technologies: Unity, C#, Zenject

2019 – 2021 **Game Developer**, *Gameflex*

*Developing, testing, and being a part of the prototype team for game projects.*

* Check the portfolio section on the [link](https://isatezcan444.github.io/resume/) for a closer look at game prototypes.

Technologies: Unity, C#, Zenject

2017 – 2019 **Game Developer**, *YCP Bilgi Teknolojileri*

*Developing and updating desktop and VR game projects.*

* *Filli Boya VR Graffiti Project*

Technologies: Unity, C#, VR, Virtual Reality Glasses

Description: A game where we paint graffiti on the wall with a color palette. After starting the game, we can paint the wall with the colors we want, find the elephant logo inside, save the process, and print the result from the printer. We can see our score based on our achievement in this process.

* *YCP VR Polygon Project*

Technologies: Unity, C#, VR, Virtual Reality Glasses

Description: A shooting game where two players can play in a polygon arena, shooting at each other. The player with the highest score completes the game by winning.

2014 – 2015 **Frontend Developer**, *Mealbox*

* *Developed and enhanced the front-end of a responsive website where users could create accounts, make meal purchases, complete payments, and edit their membership information.*

Technologies: Html5, Css, Sass, Json, JavaScript

EDUCATION

2016 **Computer Programming**, *Ataşehir Adıgüzel University*

2019 **Management Information Systems**, *Eskişehir Anadolu University (ongoing)*

LANGUAGE

Turkish (Native), English (Intermediate)

INTERESTS

PC games, Self-improvement and learning new things, Gym

REFERENCES

(References will be provided upon request.)