

ARZU MERT
Game Developer

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SUMMARY

Game developer with a physics background, leveraging a strong analytical and problem-solving approach to game design. With over two years of experience in Unity, I transitioned to Unreal Engine 5 and C++ gameplay programming last year and am actively expanding my skillset. My current project, 'Lulu The Cat and the Fishes of Finora,' is a valuable learning experience in UE5, allowing me to apply new skills. I am also dedicated to developing my 3D anime-style character modeling skills using Blender. I'm seeking opportunities to contribute to challenging and innovative game projects.

SKILLS

- **Game Development Engines:** Unreal Engine, Unity
- **Programming Languages:** C++, Blueprint, C#, C, Python
- **Game Development:** Gameplay Programming, Gameplay Mechanics, Level Design, UI/UX Design, Game AI and Game Physics.
- **3D Modeling:** Blender, Anime Style Character Modelling
- **Tools:** Visual Studio, Git
- **Operating Systems:** Windows, Linux, Mac

RELEVANT EXPERIENCE

Indie Game Developer, Oct 2023 - Present, Self-Employed, Bursa, Turkey

- Developing "Lulu The Cat and the Fishes of Finora," an RPG project, as a hands-on learning experience in UE5.
- Currently, I'm focusing on developing the UI, RPG systems, and spaceship navigation while experimenting to refine the gameplay experience.
- Engaged in 3D anime-style character modeling projects using Blender.

Game Developer, Dec 2022 - Sep 2023, MultiPlayer, Remote, Turkey

- Refactored the existing codebase and introduced small new features to a multiplayer board game, significantly improving code efficiency and gameplay quality.
- Upgraded the AI of a multiplayer board game from basic to sophisticated, leveraging the NegaScout algorithm. This enhancement dramatically increased the game's challenge level, shifting from easily predictable to a near-impossible-to-beat AI. A chance factor was introduced to maintain gameplay enjoyment and balance, adding unpredictability and further engaging players.

Game Developer, Mar 2022 - Sep 2022, Cube Games, Remote, Turkey

- Developed prototypes for hyper-casual mobile games using the Unity3D engine and C#.
- Planned, designed, and implemented game core and mechanics.
- Created user interfaces and incorporated particle effects and animations.
- Streamlined processes with editor tools, ensuring enjoyable gameplay through level design.
- Committed to continuous learning and deepening understanding of design patterns, SOLID principles, and UML concepts.

Game Developer, Jun 2021 - Aug 2021, Dumbbell Games, Remote, Turkey

- Developed hyper-casual mobile game prototypes using Unity3D engine and C#.

Computational Physicist, Mar 2020 - Jan 2021, RADAP, Bursa, Turkey

- Developed multi-threaded Geant4-based C++ simulation applications for medical physics.

Computational Physicist, May 2014 - Dec 2014, Feb 2015 - May 2015, IRADETS, Istanbul, Turkey

- Developed various multi-threaded C++ radiation analysis applications based on Geant4 simulation toolkit for e-linac systems, a designated subunit of the Solar Orbiter Mission, and microelectronics operating in space environments.
- Coded a radiation analysis program using the Spenvis package to evaluate the potential impacts of the space environment.
- Significantly optimized the CAD to GDML Converter program using Open Cascade and Xerces-C++ libraries, resulting in a notable increase in processing speed and efficiency.
- Integrated components of the CAD to GDML Converter application with the QT UI using Python.

Research Assistant, Oct 2006 - Feb 2014, Bogazici University, Istanbul, Turkey

- Responsible for instructing various physics and computational physics courses, including Computer Applications in Physics, Programming with C, Programming with C++, Data Structures and Algorithms, and Computational Astrophysics.
- Supervised physics lab sections and conducted short lectures introducing lab assignments.
- Delivered problem-solving lectures to enhance student's understanding of complex physics concepts.
- Evaluated exams, lab assignments, and homework and provided constructive feedback.
- Successfully guided students through research and project assignments, nurturing their analytical and programming skills.

Junior Software Developer, Sep 2000-Mar 2001, Veripark, Istanbul, Turkey

- Developed dynamic web applications using ASP, JavaScript, and SQL for interactive user experiences.

EDUCATION

Ph.D. Candidate in Physics, Sep 2007 - Jan 2020, Bogazici University, Istanbul, Turkey

Relevant Course: Advanced Computations in Physics.

Ph.D. Research:

- Monte Carlo Simulations of Dosimetry for the MR-Linac in the Presence of 0.35T Magnetic Field.
- Determination of Attenuation Properties of Materials Used in Protective Devices Against Medical X-Radiation.
- Detection of Ultra High Energy Cosmic Ray Showers.
- X-Ray Data Analysis of Superclusters of Galaxies.

M.Sc. Physics, Sep 2004 - July 2007, Bogazici University, Istanbul, Turkey

M.Sc. Research: XMM-Newton data analysis of isolated radio-quiet neutron stars.

B.S. Physics, Sep 1993 -Mar 2001, Bogazici University, Istanbul, Turkey

Computer Option Courses: Introduction To Computer Usage, Programming With C, Visual Basic Application and Macro Programming, Database Systems, Internet Information Systems.

TRAINING

English - Advanced, Jan 2003 - June 2003, Richmond Adult Community College, London, United Kingdom

City&Guilds Programming In C++ - Advanced, Jan 2003 - June 2003, Richmond Adult Community College, London, United Kingdom