PERSONAL
INFORMATION

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SUMMARY

Software developer with extensive experience in indie game development and creating Windows applications for software companies. Dedicated to writing clean, maintainable, and efficient code to ensure high-quality solutions. Proficient in designing and delivering innovative projects, including published games on platforms like Steam. Currently seeking opportunities to contribute to impactful projects within a dynamic team, while continuously enhancing my skills and expertise in the industry.

EXPERIENCE

Dragonetti Studio - Self Employed Software Developer   *June 2020 - Present*

- **Technologies Used :** C#, .NET , Unity, WPF, Steamwork, JavaScript
- Developed and published over 10 indie games on Steam.
- Created two casual games for App Store and Android platforms.
- Developed Windows application for an insurance company.
- Designed and developed assets for the Unity Asset Store.

Oplog Opeational Logistics Software Developer Intern   *June 2018 - June 2019*

- **Technologies Used :** HTML, CSS, JavaScript , React, Redux, Git, C#, .NET , Azure, Postman, SQL
- Developed a dynamic web application with React and Redux, using JavaScript for state management and interactive interfaces. Utilized Git for version control to ensure smooth collaboration and integration of frontend and backend components.
- Created backend systems with data models and implemented GET and POST endpoints to manage client requests. Used database technologies for efficient data storage and retrieval, ensuring smooth client-server communication. Developed a bot with Azure to send push and pull notifications to Slack, automating communication and enhancing workflow management.

EDUCATION

B.Sc. in Computer Technology and Information System   *September 2015 - June 2020*
BILKENT UNIVERSITY

SKILLS

Programming languages : C#, C, Java, JavaScript, Python, HLSL , mySQL, ShaderLab , React , HTML, CSS

Technologies & Tools : Git, .NET, WebRTC, Azure, Steam Cloud, Unity, Visual Studio, Photon, Asset Store Packages, Steam Partner, Blender, Photoshop, Xcode, Android Studio, AdMob, Google Analytics, Unity Analytics

Languages : French, English, Turkish.

PROJECTS

Hizli Teklif Windows App   *2024*

- **Technologies Used** : WPF, C#, .NET , Devexpress, GitLab
- Developed a Windows application for an insurance company using WPF and DevExpress, adhering to the MVVM pattern. Implemented data charts with data binding and created a scalable backend with the .NET framework

Toon Shader Unity Asset   *2024*

- **Technologies Used** : Unity, C#, HLSL
- Developed a basic toon shader using High-Level Shader Language (HLSL), designed specifically for a stylized toon art style. Published and successfully sold the shader as an asset on the Unity Asset Store.

Basic Game Menu Unity Asset *2023*

- **Technologies Used** : Unity, C#, Unity Partner, Photoshop, Git
- Developed interactive and user-friendly game menus in C#, while configuring settings such as vertical sync, resolution, anti-aliasing, render quality, and audio levels to ensure optimal performance and visual fidelity. Additionally, created a customizable asset for easy integration and enhancement of gameplay and visual elements.

Defiled Desktop Game *2023*

- **Technologies Used** : Unity, C#, Steam, Photoshop, Git, Steam Marketing
- Designed custom menu systems in Photoshop to create intuitive and visually appealing interfaces, improving user interaction and navigation within the game. Additionally, focused on optimizing Unity games by fine-tuning performance settings, optimizing assets, and implementing best practices to enhance efficiency and ensure smooth gameplay across various devices.

Laika Desktop Game *2022*

- **Technologies Used** : Unity, C#, Steam, Blender, Steam Cloud, Git, Steam Marketing
- Developed NPC AI and custom controllers in C#, designed obstacle systems, and integrated Steam Cloud for competitive leaderboards. Collaborated via Git, and led level design, UI development, marketing, and video editing to enhance gameplay, visibility, and engagement.

Angry Putin Desktop Game *2021*

- **Technologies Used** : Unity, C#, Steam, Blender, Git, Steam Marketing
- Utilized keyword optimization on Steam to boost visibility, and implemented advanced Post-Processing effects in Unity for improved aesthetics. Managed game release and distribution on Steam for smooth deployment and performance.

Buncube Mobile Game *2020*

- **Technologies Used** : Unity, C#, Xcode, Anroid Studio, Unity Ads
- Designed and developed a mobile game in Unity for iOS and Android, integrated Unity Ads for monetization, and used Xcode and Android Studio for publishing. Created challenging levels with balanced difficulty and interactive elements, and used Adobe Color palettes to enhance visual appeal and user experience.

Old Car Mobile Game *2020*

- **Technologies Used** : Unity, C#, Xcode, Anroid Studio, Unity Ads
- Designed and developed a mobile game in Unity for both iOS and Android platforms, integrating Unity Ads for monetization and using Xcode and Android Studio for publishing. Employed keyword optimization and marketing strategies to boost game visibility, improve rankings in the App Store and Google Play Store, and attract a larger audience.

VR Drum Game Senior Project *2019*

- **Technologies Used** : Unity, C#, Javascript, WebRTC, VR
- Developed an immersive VR drum game in Unity, utilizing VR technologies to create an engaging experience. Implemented WebRTC for cloud-based control, enabling remote management, real-time monitoring, and interactive gameplay by streaming inputs and video feeds. Added a secure login system for user authentication, personalized sessions, and performance tracking