

Sercan Turkmen

CONTACT INFORMATION	Sendur Sok. Mert Apt. No:4/2 Narlidere, Izmir, TR 35320	+90-505-344-6949 sercanturkmen@outlook.com
SUMMARY	I believe the code is not just something that works, it should be readable, maintainable and testable. Because it has it's own life cycle and machine will understand everything if it's in correct syntax but the developers will be reading the code many times. I am experienced with most of the software development tools and methodologies including Scrum, Git, TDD and have a good command of graphical design tools such as Photoshop.	
EDUCATION	Izmir Institute of Technology , Izmir, TR B.S., Computer Engineering (taught in English), January 2016 <ul style="list-style-type: none">• GPA: 3.30/4.0• <i>Thesis: Application of Artificial Intelligence on a Platformer Type Game Based on User Experience</i>• Advisor: Selma Tekir, Ph.D Jönköping University , Jönköping, SWE Exchange Student, Fall 2014 <ul style="list-style-type: none">• <i>Studied courses: Agile Project, Android Development.</i>	
WORK EXPERIENCE	Software Engineer, Digitoy Games Have been working on front-end game programming using Haxe language and javascript. With a small compact team we developed four game titles with over 200k+ DAU in total: Yuzbir Extra, Poker Extra, Okey Extra, Rakkip Okey, Tekel Okey	January 2015 to present
	Intern, Reo-Tek Summer internship about scripting in Unity3D.	Summer 2013
INDEPENDENT PROJECTS	<ol style="list-style-type: none">1. Dawn is a platformer game that focuses on AI to make the game dynamic. We have focused on adjusting difficulty of the game instantaneously during the game play. Dawn achieves dynamic difficulty level using different mechanism such as changing the world of the game which also brings high replay value., 2015.2. Paper Plane Challenge is an 8-bit arcade game and written with C++ using Cocos2d-x and Box2D libraries., 2014.3. The Longing is a 2D platformer-puzzle-skill game written in Java using LibGDX and Box2D in 48 hours starting from scratch. This game is developed for a Game Jam event called BuildUp 2014, 2014.4. Bomberman Clone is a clone of the old Bomberman for a course project. Game written with Java using Slick2D library., 2014.5. Portal Prisoner is an 8-bit puzzle-adventure game inspired by Valve's game "Portal" and written with C++ using Cocos2d-x and Box2D libraries., 2013.	
SKILLS	<i>Languages:</i> Turkish (mother tongue), English (IELTS 7.0/9.0) <i>Software:</i> Git, SourceTree, Photoshop, GraphicsGale <i>Programming Skills:</i> Haxe, C/C++, Java, Javascript, SQL, Python, Game Design, OOP, Testable and maintainable code	