MUHSİN ALPER ASAR

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GOALS

I think simulations are very important for humanity . I believe that my curiosity in simulations and games and my knowledge in software, hardware and electronics will be useful in this field. I am a person who believes that games can be used in all areas of life and I aim to improve myself in game development.

COMMUNICATION SKILLS

Since I am on the board of directors of Gazi University Autonomous Systems Community, I have learned the importance of teamwork and division of labor in the games which we created with our team named FishX for the game industry in the projects that we participated in.

WORK EXPERIENCE

UNITY DEVELOPER • infoTRON• 03.2021 – NOW
We are developing simulation solutions for big companies. I'm working as a VR Developer.

GAME DEVELOPER • METU ATOM • 06.2019 – 01.2021
We are developing hyper-casual game in ATOM (Animation Technologies and Game Development Center in Ankara - Turkey), which is supported by METU (Middle East Technical University in Ankara / Turkey).

- **FISHX GAMES •06.2019 – 06.2020**
  I developed the combat mechanics and character gameplay of the Survival-Shooter game project. I also worked as a UI programmer.

- **CATCHY GAMES •06.2020 – 09.2020**
  I worked as a hyper casual game developer and I developed six games during that time.

JOB-RELATED SKILLS

- I have three years of experience in C # and I'm improving myself at C ++. I have basic knowledge on Java.

- I have more then two years of experience in Unity and mostly I worked on developing 3D games.

- I used MVC and Singleton Design patterns in Serenity PC game project. I was responsible inventory system for players so I used json.

- I used Testalation Shader for Demo Project

- States pattern, Observer pattern, Command pattern and Object pooling. I used this pattern to learn how to implement in game mechanics.

- I have experience in Jira, Git, SVN, Jenkins.
- I have one year of experience in embedded systems such as Ardiuno, Rasperry Pi. I am experienced in designing electronic units

- I can use Proteus, Ares and NI Multisim.

EDUCATION

COMPUTER ENGINEERING • 09.2017 – 01.2021• GAZİ UNIVERSITY TECHNOLOGY FACULTY, ANKARA
GPA = 2,82/4,00

ELECTRICAL AND ELECTRONICAL ENGINEERING • 09.2014 – 06.2017 • GAZİ UNIVERSITY TECHNOLOGY FACULTY, ANKARA
In my third year at the Electrical and Electronics Department of Gazi University, I realized that electrical and electronics engineering was not good for my career and interests. When I finished third grade, I made one of the most important decisions about my life and dropped out of school. I decided that computer engineering is more suitable for my interests, personality and projects that in my mind , and I started studying computer engineering at the same university.

ELECTRICAL AND ELECTRONICAL TECHNOLOGY (SPECIALTY : COMMUNICATION SYSTEMS) • 08.2008 – 06.2011 • TÜRK TELEKOM TECHNICAL COLLEGE , ANKARA
GPA : 64,86 / 100

PROJECTS

Software Engineering Lesson: Associate Prof. Aydın ÇETİN

(Gazi University Computer Engineering)

Project : Project Blind Fire
– This product gives ability to fire in blind spots and corners for soldiers.

- Software and Hardware Developer

Hopie:

(FishX Games)

Project: This is a vertical platform game which was developed for android

users.

Science On Board

(FishX Games)

Project: This game is an educational game developed for a competition. The game consists of 2 parts, one of which is mini games. I developed all the mini games in this project.

https://drive.google.com/open?id=1g708SUB8liOWcIndfKgdZev7ovXmDvsz

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ORGANIZATIONAL AND MANAGEMENT SKILLS

--Gazi University Autonomous Systems Society Board Member and Charter Member

-I am one of the three founders of FishX Games, which consists of a team of eight people. FishX Games is an independent team which was established among university students and it is supported by METU Teknokent ATOM. METU (Middle East Technical University in Ankara / Turkey) ATOM (Animation Technologies and Game Development Center in Ankara - Turkey)

Serenity:

(FishX Games)(It was Canceled due to insufficient budget.)

Project: This survival shooter game was developed for PC

users.

JetWitch:

(FishX Games)

Project: This hyper casual game was developed for mobile phone users and the aim of the game is to collect golds as a witch .

(I cannot share sample codes of this game projects due to contract.)

Pool Bomber:

(Catchy Games)

Project: The aim of the game is to wet the people by the pool.

Trench Game:

(Catchy Games)

Project: The aim of the game is to save the base where we try to dig trenches.

Spike Game:

(Catchy Games)

Project : Like the trench game, the aim of the game is to try to save our base, but instead of digging trenches, we put a spear on the road.

Big Dig Game:

(Catchy Games)

Project : The aim of the game is try to find treasuers by digging.

Bus Game:

(Catchy Games)

Project: This game has similar mechanics with JetWitch but includes more physics.

Fire Copter:

(Solo Project)

Project: In this game we are trying to extinguish forest fire with helicopter.

Fire Copter:

(Solo Project)

Project: In this game we are trying to extinguish forest fire with helicopter.

Touch Paddle :

(Solo Project)

Project: In this game we are colonizing new island with sailboat. Similar game like space frontier.

Giant Destroyer :

(Solo Project)

Project: In this game we are destroying and town as a Giant. It is like Attack On Titan anime without 3D manevuer equipment.

(I cannot share sample codes of this projects due to contract.)
Karadeniz Holding VR Training System for Wartislla
(infoTRON)
VR Traning system for Wartsilla ship engine.

ROT
(infoTRON)
This project is developing in Unity. Users can create VR world or traning system without knowing any single of code because of visual scripting.

GİT

* https://github.com/reddote

HOBBIES

- I enjoy playing online multiplayer games because of my competitive personality. Playing such games often provides an opportunity to communicate with foreign people. My favorite is Elite Dangerous game, which is about space.

- I like reading scientific articles and essays to explore paradoxes and theories. I have a special interest in space science and technology.

- I love playing PaintBall. I also think to start playing AirSoft when my financial situation is better because the equipments of this game is very expensive , so it is a kind of costly activity.

- In my leisure time , I enjoy watching movies, tv series and especially anime. I think scripts of anime tv series are unbelievable because their plots are really original , also written by people who has different and great imaginations. Watching anime is one of the reasons why I want to develop games.

- Moreover , whenever I have some free time, I read manga and comics. I especially love reading manga magazines and particularly the people who are called Isekai and who can teleport between parallel universes.

- Travelling , seeing different places , meeting new people and discovering new cultures and trying various kinds of local dishes always make me excited.

REFERENCES
- Can Bayçay – Pantheon – Team Lead – 0539 742 30 24
- Dr. Fecir Duran – Gazi University Technology Faculty Computer Engineering - 0532 640 39 75 – fduran@gazi.edu.tr
- Taner Pınarbaşı – TaleWorlds Entertainment – QA Analyst – 0531 593 68 66