# Eren Sırlı

## *Unity Developer*

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## SUMMARY

Hello, I am studying Management Information Systems at Pamukkale University, and I have been using Unity for more than 2 years. I aim to advance as a Unity Developer. During my journey into game development, I have gained knowledge and skills in C# and Unity, while also acquiring basic graphic design abilities using tools like Blender, Aseprite, and Photoshop. Throughout this process, I have developed both 2D and 3D games and prototypes, created asset packs, and worked as a freelancer. I love learning and teaching, so I provide Unity tutorials on YouTube, which helps me reinforce my knowledge and sometimes learn new things myself. I have an upper-intermediate level of English and am making efforts to improve my language skills further. I am currently working on developing a game in my spare time and learning Python.

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## MY PROJECTS

### Bug Bane  *2D Roguelike - Horde Shooter*                                    **2024-Now**

"Bug Bane" is a 2D Roguelike game with a theme similar to "Vampire Survivors." Within the scope of the project, I have utilized technologies such as "Localization," "Procedural Wave System," "Dynamic Item Upgrade System," "Character Power Ups," and "Procedural Boss Actions." My goal is to upload the game to Steam and use this project to showcase my skills.

### blank99  *Youtube Eğitim Kanalım*                                            **2023- Now**

On my YouTube channel, I share tutorial videos about Unity and Blender. My goal in creating this content is to inform people who are new to game programming. Because I love learning and teaching, my primary motivation is to be helpful to students and enthusiasts rather than making money.

### Spooky Sprint  *3D FPS - Roguelike*                                          **2023-2023**

"Spooky Sprint" is a 3D FPS Roguelike game with a short gameplay experience. The game consists of three waves in total, and our goal is to complete the waves without dying. Within the scope of the project, I utilized technologies such as "Static Wave System," "VFX," "Hitbox Based Damage System," and "Gun Recoil System." My aim was to create a playable and fun product in a short time, and I completed this game in about 3 weeks.

### Highway Rush  *3D - Endless Runner*                                          **2023-2023**

"Highway Rush" is a 3D Endless Runner game with infinite gameplay, as the genre suggests. The general gameplay is similar to "Subway Surfers," but in this game, we are driving a car in traffic. The core mechanic that sets this game apart from other examples in the genre is the power-ups. "Highway Rush" is a milestone for me because I shared this game with several publishers and received both positive and negative feedback from them.

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## EDUCATION

### PAMUKKALE ÜNİVERSİTESİ /Bachelor
*2022-Now*
**Managment Information Systems**

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# SKILLS

- I have been working with Unity for over 2 years and during this time, I have developed many games for Android and Windows.
- Along with Unity, I have been learning C# for over 2 years.
- I have basic knowledge of Github.
- I have been using Blender for over a year, focusing primarily on prop modeling.
- I have basic knowledge of Substance Painter.
- I am learning Aseprite.
- I have been using Photoshop for over 6 years and am proficient enough to meet my needs in game development.

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