

Tuğrul Sübekci

I enjoy creating digital experiences. My interest in programming started back in 2016 when I met programming with MATLAB in my department.

Fast forward to today, I developed many small games at the beginning of my career journey and had the privilege of working at a startup that was revolutionizing the interior design market with its interior design application product and being part of the team that made it a success.

Professional Experience

Unity Developer, Sugar Technology

10/2022 – present

- Developed an interior design app using Unity.
- Created virtual and mixed reality (VR/MR) design experiences.
- Designed a cabinet configurator for user customization.
- Integrated multiplayer features for collaborative design.
- Established and managed a metaverse store for digital design products.
- Contributed to innovative solutions in interior design technology.

Independent Game Developer, Self-Employed

05/2022 – 10/2022

- Developed 7 games independently, focusing on mobile platforms.
- Successfully published games on Google Play Store, ensuring compliance with platform guidelines.
- Integrated ads SDKs to monetize games.
- Optimized performance for low-end phones to ensure smooth gameplay.
- Implemented advanced features like push notifications, in-app updates, and reviews.
- Collaborated with a game artist to optimize game art and aesthetics.
- Innovated game mechanics with advanced physics, AI algorithms, procedural level generation, and animations for dynamic experiences.
- Enhanced 3D modeling skills using Blender.

Skills

Programming Languages

C#, C++, SQL, ShaderLab, HTML/CSS, JavaScript, Java, Python, Pascal

Frameworks & Libraries

Unity, Unity Editor, TextMesh Pro, Unity UI (uGUI), Addressables, Photon Unity Networking (PUN), Burst Compiler, Job System, Entity Component System (ECS), Asset Bundles, Unity Analytics, Unity Test Framework, Shader Graph, Virtual & Mixed Reality, Unity Physics, Animations, DoTween, Unity ML-Agents, NavMeshes, Path Finding, Newtonsoft.Json, PlayerPrefs, ScriptableObjects, Reflection, Attributes, Inno Setup Compiler

Software Development Concepts

Serialization, Debugging, Garbage Collection, Multithreading, Design Patterns, Game Math, Mesh Manipulation, Splines

Tools & Environments

Visual Studio/Visual Studio Code, Blender, Git/GitHub, Firebase, AWS, Postman, Inno Setup Compiler, Android Studio, Xcode, Postman API

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Selected Projects

RapidRender

RapidRender is an interior design app using 3D scanning and VR/AR technology. It offers 20,000+ digital twins and quick cloud rendering for high-resolution images, ideal for interior architectures, shop owners, and real estate professionals.

Game math

I completed Freya's assignments on 3D mathematics, including bouncing lasers, transformations (local to world and vice versa), turret placement and targeting with constant rotation speed, cheese wedge, spherical, and cone sensors, and a clock.

Education

Ankara University,

BSc Chemical Engineering

09/2015 – 01/2021

Languages

Turkish: Native

English: IELTS ACADEMIC | CEFR

Level: C1, | Overall Score: 7.0