

TUĞRUL SÜBEKÇİ

Software Developer

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SUMMARY

I graduated from the Department of Chemical Engineering at Ankara University, where I was introduced to programming through MATLAB. Intrigued by its possibilities, I decided to delve deeper into the realm of software development. I began my professional journey with Unity, where I developed numerous games and actively participated in a game jam. Since October 2022, I have been dedicated to working on RapidRender, an innovative interior design and rendering application. Concurrently, I honed my skills in web development and gained expertise in game engine mathematics and shader programming.

SKILLS

- C#
- Unity
- ShaderLab and HLSL
- Object oriented programming
- Git and GitHub
- Debugging
- Game development
- Design patterns
- Performance optimization
- Sound effects
- HTML - CSS - JavaScript
- SQL and NoSQL databases
- 3D animation
- 3D modeling

EDUCATION

Sep 2015 - Jan 2021 / Ankara University / Chemical Engineering / Bachelor's Degree (3.20/4.00)

Sep 2011 - June 2015 / Kucukcekmece Anatolian High School (72/100)

CERTIFICATES

- **English B2 Course** / March 2021
- **Code Foundations** / May 2022
- **How to Code** / May 2022
- **C** / May 2022
- **C#** / May 2022
- **Command Line** / May 2022
- **Unity Essentials** / June 2022
- **Unity Junior Programmer** / June 2022
- **Full Stack Development** / April 2023

EXPERIENCE

10/2022 – Now

Unity Developer - Sugar Technology

- Developed an innovative interior design engineering application.
- Created virtual and mixed reality (VR/MR) design experiences.
- Developed a cabinet/wardrobe configurator for user customization.
- Integrated multiplayer features to enable collaborative design.
- Created a metaverse environment for real sellable design products.
- Designed and implemented shaders, UI/UX elements, and introduced new features.
- Conducted debugging, maintained code, and optimized performance.

PROJECTS (Portfolio website: tugrulsubekci.com)

10/2022 – Now

[Rapid Render](#) 

It is an interior design application that contains digital twins of real salable products. Also, a rendering program can create ecommerce catalog images of real products.

09/2022- 09/2022

[Connect Them All](#) 

A mobile-optimized puzzle game. The game doesn't end and continues forever. I tracked user activity. Added commercial ads. Feature to send notifications to the user. Added phone vibration feature based on actions

07/2022-09/2022

[Soccer Ball Run](#) 

Made from scratch. It was my idea and has a new concept. I worked with a game artist. I tracked usage statistics. Added commercial ads and published it on Google Play Store. In app update and In app review features added.

08/2022-08/2022

[Chemistry Lab](#) 

Educational chemistry game developed for a 48-hour game jam, focusing on performance optimization and gameplay mechanics.

08/2022-08/2022

[Pacman Clone](#) 

A recreation of the classic Pacman game, utilizing raycasts, boxcasts, tilemaps, and 2D character animations.

08/2022-08/2022

[Tetris Clone](#) 

A Tetris clone showcasing algorithmic expertise and gameplay mechanics.

LANGUAGES

Turkish - Native

English - B2 Upper Intermediate