TUĞRUL SÜBEKCİ

Game Developer

Avcılar/İSTANBUL | +90 552 404 3719 | tugrul@subekci.com

Portfolio link: https://tugrulsubekci.itch.io/

SUMMARY

I graduated from department of Chemical Engineering at Ankara University. During this period, I took a computer programming course that teaches MATLAB and I passed with an A. Then, I realized my programming skills. Now, I am improving myself in this field and I have full confidence. I got 7 different certificates about Unity and programming. Also, I finished 7 individual projects and joined a game jam. I'm currently working in a part-time job but I'm looking for a full-time job.

SKILLS

- C#
- Unity
- 3D Modeling
- 3D Animation
- Game Development
- Game Design
- GitHub
- Sound Effects
- Problem Solving
- Team Work

EDUCATION

Sep 2015 - Jan 2021 / Ankara University / Chemical Engineering / Bachelor's Degree

Sep 2022 - June 2024 / İstanbul University / Computer Programming / Associate's degree

CERTIFICATES

- **Unity Junior Programmer** / June 2022
- **C#** / May 2022
- **Code Foundations** / May 2022
- **How to Code** / May 2022
- **Unity Essentials** / June 2022
- **C** / May 2022
- **Command Line** / May 2022
- **English Course** / March 2021

PROJECTS (Portfolio link: https://tugrulsubekci.itch.io/)

Connect Them All!

- I made a puzzle game about connecting the pops.
- Thanks to the algorithm I wrote, the game doesn't end and continues forever.
- Fully mobile optimized and has no performance problems.
- I added vibration, Unity Ads, Appmetrica, Firebase Analytics and Messaging, Google Play Services and Airbridge. Also, I published on Google Play Store.

First time I've used:

- Push notification (with Firebase Cloud Messaging)
- In app update
- In app review

Soccer Ball Run

- I made a game from scratch and named Soccer Ball Run. It was my idea and has a new concept.
- I worked with a game artist and I realized that game art is very important.
- I faced many problems because of SDK's integration. Also, mobile optimization was a very difficult process, but now the performance of my game is quite good.
- I added vibration, shop system, Unity Mediation SDK, Facebook SDK, Gameanalytics SDK and published it on Google Play Store.

My Bird

- I made all the models (birds, clouds, obstacles) myself in blender. Also, I added a flappy wing animation to the birds.
- I published it on Google Play Store and I integrated unity ads.
- This is the first project I published on Google Play Store.

Chemistry Lab

- I made this educational chemistry game for I Love Science Game Jam.
- You can drag potions to the reactant 1 and 2. If you success, you can create a product and you can finish your orders.
- I applied the Object Pooling method for the first time.

Pacman Clone

I made Pacman Clone. I liked the ghosts' AI and pathfinding algorithms. This was a very instructive experience for me.

First time I've used:

- Raycasts and boxcasts
- Tilemaps
- 2D character animations

Tetris Clone

- I was really curious about puzzle games. Then, I started making Tetris and really enjoyed. I think, most important thing is its algorithm and I liked it so much.
- This was my first puzzle game experience.

Helix Jump Clone

I made a Helix Jump Clone. This is my first 3D game.

First time I've used:

- Sliders
- Button animations
- Trail Renderer
- Data saving with Player Prefs
- Procedural Level Generation

Snake Clone

I made a snake clone which was my first individual project. I think, most important side of game its algorithm.

WORK EXPERIENCE

08.2022-Present / Stak Games / İstanbul / Game Developer **(Part-Time)**

04.2021-07.2021/ Umertek Mühendislik / İstanbul / Process Engineer

07.2019-10.2019 / Soma Kimya / Istanbul / Chemical Engineering Internship

LANGUAGES

Turkish - Native

English - Full Professional Proficiency