

# Yağız AYER

Highly skilled game developer with expertise in Unity, C#, and optimization.  
A versatile tech professional excelling in collaborations and mentoring.

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## EXPERIENCE (total: 5 years)

### **Nano Games**, Remote — *Mid Game Developer*

Oct 2021 - May 2023 (1 year and 7 months)

Developed mobile game mechanics, optimized code. Mentored juniors, ensured efficient development. Collaborated with cross-functional teams, maintained extensive documentation for projects.

### **Online Freelance Platforms**, Remote — *Game Developer*

Jan 2021 - Oct 2021 (9 months)

Created software for clients in gaming, education, and healthcare. Optimized performance with complex algorithms. Collaborated cross-functionally for project success.

### **Gefeasoft**, Turkey(Hybrit) — *Junior Game Developer*

Apr 2021 - Jul 2021 (3 months)

Worked as a game developer, creating health-focused projects in Unity and C#. Designed a platform to showcase games by various developers. Independently completed four projects in three months, gaining proficiency in C# and Unity.

### **Atolye45**, Turkey — *Database Manager*

Nov 2019 - Apr 2021 (1 year and 6 months)

Oversaw efficient database management, ensuring data integrity and security. Collaborated with teams to implement optimized database structures. Developed and maintained extensive documentation for data management processes.

### **Atolye45**, Remote — *FullStack Web developer*

Jan 2019 - Nov 2019 (11 months)

Developed dynamic web applications with a focus on user experience. Implemented frontend and backend solutions for seamless functionality. Collaborated with teams to deliver robust and scalable web projects.

## SKILLS

Unity  
C#  
System Engineering  
Readable Clean Code  
Design Patterns  
AI Design & Programming  
Source/Version Control  
Blender

## LANGUAGES

English (B2)  
French (A1)  
Spanish (A1)  
Turkish (Native)

## HOBBIES

### **Game Development on VR**

I am currently working on a personnel project on my free time

### **Refactoring old codebases**

Contributing old databases whenever I can

### **Playing Games**

And of course playing lot of games

## EDUCATION

### **Mugla Sıtkı Kocman University, Turkey— *Master's Degree***

Sep 2020 - Jul 2023

In the **Digital Game Developer program**, I gained expertise in game design, programming, and interactive storytelling, preparing me for a game development career.

### **Mugla Sıtkı Kocman University, Turkey— *Bachelor's Degree***

Sep 2015 - Jul 2019

Through the **Information Technologies program**, I acquired skills in coding, database management, and network security, enabling a tech-focused career.

## PROJECTS

### **Clever NPC**

**Keywords:** Chat GPT, AI Integration, API usage, Speech recognition, Realtime Audio Generation, AI Manipulation

### **Dodge Attack**

**Keywords:** Unity mobile game, Action game, Fantasy theme, Precognition ability, Pattern memorization

### **Trouble Bullet**

**Keywords:** Unity mobile game, First-person shooter, Bullet curving mechanic, Criminal takedown missions, Environmental destruction

### **Zombie Mower**

**Keywords:** Unity mobile game, Zombie apocalypse theme, Vehicle combat, Obstacle anticipation, Resource management

### **Number Wars**

**Keywords:** Procedural Animations, Strategy game, Puzzle-solving, Army building, Boss battles

### **Land Shark**

**Keywords:** Physics engine, Artificial Intelligence, Procedural generation, Animation, Action gameplay