

Birth Date 06 April 1997

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yagizayeryy@gmail.com



<u>github.com/yagizayer</u> <u>yagizayer.github.io/Game_Library</u>

Personal Profile

I'm Yağız Ayer, Junior Game Developer. An enthusiastic indvidual who likes to learn and develop as a hobby, loves to establish relationships, and wants to be useful while gaining experience.

I believe that as people develop, a difference can be made, and now I want to produce and develop something.

Professional Skills

Unity

Scriptable Objects

Event Bus

System Engineering

Spline (Dreamteck)

Profiler experience

Procedural Animations

Callbacks and UnityActions

Clean Code

SOLID principles

Reference based evaluation

SoftBody Physics

Cinemachine

Animation Rigging

Blender

Model Re-Shaping

Texturing

Material operations

Modifiers

Mesh Optimisation

Languages

Turkish (Native)

English

French

Spanish

Educational Training

Master's Degree

Muğla Sıtkı Koçman University, Department of Digital Game Design and Technologies

Bachelor's Degree

Muğla Sıtkı Koçman University, Department of Information Systems Engineering

High School

Manisa Anatolian Technical and Industrial Profession High School, Data Analysis Program

Worked With

Github / Git

Slack

Notion

Html5/Css/Javascript

Flutter/Dart

Adobe xd

Python

Co-Founder and Project Manager, Gefeasoft Mail: info@gefeasoft.com

Atahan CUMALIOGLU

Co-Founder and Project Manager, Nano Games Mail: cumaliogluatahan@gmail.com

Projects



Unity 2020.3.12f1

25 Jul 2021

Playable Roller Coaster Simulator

Roller Coaster Simulator

Engine

Source

Date







