Yağız AYER

Mid Game Developer

Experienced game developer with 2+ years of expertise in game design, programming languages, and game engines such as Unity and Unreal. Proficient in creating engaging game mechanics, optimizing game performance, and implementing sound and graphics. Strong communication and collaboration skills with a true passion for game development. Always eager to learn and grow in the field and driven to create games that delight and engage players.

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Skills

Excellent:
- System Engineering
- Unity
- C# Programming
- Prompt Engineering (ChatGPT)
- Behavior based AI manipulation
- Git

Advanced:
- Blender
- Shader graph
- Version Control

Intermediate:
- C++
- Python

Hobbies

Favorite:
- Creating ChatGPT plugins
- AI Research
- Refactoring and generalizing code
- Practicing on Unity and C# News

Liked:
- Research for Prompt Wizards' work
- Watching Tutorials (about anything)
- Documentation reading and functionality test
- Playing Games

Experience

Mid Game Developer, Nano Games Mobile Game Studio   *Oct 2021 – May 2023*

- Developed gameplay mechanics and systems for multiple titles on mobile platforms.
- Collaborated with cross-functional teams including artists, designers, and producers to implement game features.
- Optimized code for performance and memory usage, resulting in improved game performance.
- Mentored junior developers and provided technical guidance to ensure project success.
- Implemented system engineering practices to ensure efficient, reliable, and scalable game design, development, and deployment, including early identification and management of potential technical debt.

Projects Completed at Nano Games

Dodge Attack
▶ Play at Android Now!
Keywords: *Unity mobile game, Action game, Fantasy theme, Precognition ability, Pattern memorization*

Trouble Bullet
▶ Play at Android Now!
Keywords: *Unity mobile game, First-person shooter, Bullet curving mechanic, Criminal takedown missions, Environmental destruction*

Zombie Mower
▶ Play at Android Now!
Keywords: *Unity mobile game, Zombie apocalypse theme, Vehicle combat, Obstacle anticipation, Resource management*

Backyard Farm
▶ Play at Android Now!
Keywords: *Unity mobile game, Farming simulator, Tile organization, Seed planting, Crop management*

Number Wars

▶ Play at Android Now!

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

Slip n' Flip

▶ Play at Android Now!

Keywords: *Real-Time Spline Generation, Water slide acrobatics, Junk food power-ups, Mid-air tricks, Physics based*

ZClimb

▶ Play at Android Now!

Keywords: *Physics engine, Inverse kinematics, Animation masking, Procedural animation, Level editor*

Land Shark

▶ Play at Android Now!

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

Freelance Mobile Game Developer, Online Freelance Platforms   *Jan 2021 - Oct 2021*

- Develop software solutions for clients in various industries, including gaming, child education, and healthcare.
- Implement complex algorithms and data structures to optimize software performance.
- Collaborate with clients to gather requirements and provide technical expertise for software design and development.
- Develop and maintain software documentation and user guides.
- Work with cross-functional teams to ensure project success.

Note: *Please kindly note that during my tenure as a freelancer, I was bound by Non-Disclosure Agreements (NDAs) in relation to the projects I worked on. Therefore, regrettably, I am unable to showcase any of my work completed under such agreements.*

Game Developer Intern, GefeaSoft   *Apr 2021 - Jul 2021*

- Develop projects focused on improving children's health knowledge using Unity and C#.
- Design and implement a platform to showcase games developed by different developers.
- Develop 4 different projects independently within a span of 3 months.
- Gain proficiency in C# and Unity through hands-on development experience.
- Contribute to the development of a mobile application with multiple games and simulations accessible through selection.

Note: *The projects completed during my internship at GefeaSoft are currently featured on their* _official website_.