Onur Can Yaşar

Game Developer

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SUMMARY

A dedicated game developer with over a year of professional experience with proficiency in C#, C++, Java, and Unity3D, as well as a strong background in object oriented design, 3D math, and gameplay programming. Currently pursuing a master's degree in computer engineering in procedural level generation in video games.

EXPERIENCE

GBot Software Consultancy   Izmir, Turkey
Game Developer   *Feb 2023 – Present, Full-time*

- Implemented the Match-3 game mechanics, using Unity.
- Developed a procedural level generation algorithm that created over 300 playable levels, used in the end product.
- Created animations using DOTween to enhance the overall player experience.
- Implemented monetization features, including in-app purchases and advertisements.
- Integrated GameAnalytics, Firebase Analytics, and Unity Analytics to analyze player behavior.

SKILLS

Programming Languages: C#, C++, Java, Python, GLSL/HLSL
Technologies: Unity Engine, Git, Rider, Visual Studio, Blender
Software Development: OOP, SOLID Principles, DSA, Game Mechanics, Shaders, CI/CD, CMake, Agile

PROJECTS

OEngine | *GitHub*

- 2D ECS game engine developed using C++ and SDL. It features an Entity-Component-System with Sparse Sets for efficient entity management, object pooling for resource optimization, and a uniform grid for collision detection. The engine also supports elastic collision responses, 2D rendering and input handling via SDL

Disco Wizard | *GitHub*

- A 2D rogue-lite game featuring pixels simulated through cellular automata, created using Unity. I implemented realistic behaviors for elements such as sand, water, fire, wood, and oil using cellular automata algorithms. These elements not only simulate realistic behaviors visually but also interact dynamically with the game environment. Additionally, the game includes a variety of skills and a skill tree.

EDUCATION

Izmir University of Economics   Izmir, Turkey
M.Sc. in Computer Engineering: **GPA: 3.88/4.00**   *2022 – Present*

Izmir University of Economics   Izmir, Turkey
B.Sc. in Mechatronics Engineering: **GPA: 3.12/4.00**   *2018 – 2022*

REFERENCES

References available upon request.