

Serkan ATEŞ

GAME DEVELOPER

Antalya/Turkey

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/in/serkanates

LANGUAGES

Turkish

English

Japanese

PROFILE

I am a dedicated game developer with a keen eye for detail and a passion for creating immersive gaming experiences. With experience in various programming languages, tools, and software applications, I possess a strong ability to learn and adapt quickly. I excel at collaborating with cross-functional teams in fast-paced, deadline-driven environments. I take pride in delivering high-quality results and continuously strive to optimize games that captivate players. I am always eager to learn and grow. I look forward to contributing my skills and enthusiasm to create innovative gaming experiences.

EDUCATION

2018-2022
Ankara-Turkey

Gazi University

Bachelor of Science, Computer Engineering

GPA: 3.41

SKILLS

C

C#

Java

Adobe Photoshop

Unity

Android Studio

Python

Buildbox

EXPERIENCE

From Apr. 2022
To Oct. 2022
Istanbul-Turkey

Onret Games | Game Developer

- Developed and implemented game levels with in-game mechanics in Buildbox Classic.
- Implemented new assets, google ads and shop system.
- Designed and implemented gameplay mechanics and interactive elements for multiple titles.
- Collaborated with game designers, artists and testers to ensure quality product delivery.

From Jul. 2022
To Aug. 2022
Ankara-Turkey

Papilon | Intern Engineer

- Utilized Python for image processing tasks, demonstrating proficiency in the language and ability to implement various image manipulation techniques.
- Created an Android app using Android Studio that incorporated AutoML for face detection and OCR for identity validation.
- Actively participated in training image processing models, collaborating with the team to optimize performance through data collection, labeling, and parameter tuning.

From Aug. 2021
To Dec. 2021
Ankara-Turkey

Nokta Games | Game Developer

- Focused on developing clean and maintainable code by applying design patterns. Leveraged industry best practices to ensure code readability, modularity, and extensibility, resulting in more efficient and scalable game development.
- Created captivating hyper-casual mobile games using the Unity game engine, showcasing proficiency in Unity game development and ability to deliver engaging gameplay experiences.
- Worked closely with the design team to craft visually appealing and user-friendly games, focusing on maintaining high retention rates. Emphasized simplicity and captivating gameplay to enhance player engagement.

From Jun. 2021
To Aug. 2021
Ankara-Turkey

SimTek Simulation Technologies | Intern Engineer

- Applied expert knowledge for weekly completion of tasks.
- Developed an educational game project, addressing its shortcomings and implementing key features using the Unity game engine. Introduced drag and drop mechanics, created an intuitive inventory system, incorporated raycast detection for interactive elements, and added an outline feature to enhance user experience.

ACTIVITIES

2022 TEKNOFEST UAV Competition Finalist

- I was responsible for the software development part of our unmanned aerial vehicle(drone) in Rotary Wing category.
- Utilized Python programming language along with DroneKit and MAVLink libraries to develop drone software, showcasing proficiency in drone programming and integration of external libraries.
- Performed real-time image processing by connecting to the physical camera on the drone, demonstrating skills in image processing and leveraging the drone's capabilities for visual analysis.
- Programmed the drone to interact with its servos, enabling the execution of specific tasks. Successfully designed a mechanism that involved detecting a pool through image processing, picking up water from the pool, and transporting it to another location, highlighting expertise in drone control and task automation.

Founding Board Member at ACM Gazi [2019-2022]

- Organized educational software training, sponsored events, and workshops for Gazi University students, fostering technical skills, innovation, and industry networking.

ACHIEVEMENTS

- 2022 JIKAD Japanese Speaking Contest Winner
- 2022 OBSS Code Master Winner in Gazi University

HOBBIES

- Reading self-improvement books
- Saltwater fishing
- Bodybuilding
- Table tennis
- Japanese voice over

PORTFOLIO LINK

- Portfolio link of my projects: <https://serkanates345.wixsite.com/my-portfolio>