

Onur Can Yaşar

Game Developer

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SUMMARY

A passionate game developer with over a year of professional experience in the game industry with proficiency in C#, C++, Java, and Unity3D, as well as with a strong background in object-oriented design, 3D math, and gameplay programming. Currently in a masters program on procedural level generation in platformer games.

WORK EXPERIENCE

Game Developer

2023-now

GBot Software Consultancy

- Working on the [Bubble Twister](#), a bubble shooter/match-3 game. 🤖 🍏
- Took over the game and implemented new mechanics.
- Developed a procedural level generation algorithm that created over 300 playable levels. (used in the end product, resulted in an over 80% completability rate).
- Programmed and designed the whole UI.
- Implemented in-app purchases and advertisements using Unity IAP.
- Built a cloud save system using Cloud Firestore and Firebase Authentication.
- Integrated GameAnalytics, Firebase Analytics, and Unity Analytics to monitor users.
- Tools and Technologies: Unity, C#, DOTween, Python | OOP, DSA, Git, Shaders

PROJECTS

OEngine 🌐

2D ECS game engine

- Implemented an Entity-Component-System (ECS) architecture with sparse sets.
- Created an object pooling system.
- Developed uniform grid collision detection with elastic collision response.
- Tools and Technologies: C++, SDL | STL, DSA, Git

Disco Wizard 🌐

2D rogue-lite game with cellular automata pixels

- Developed algorithms that simulate sand, water, fire and oil particles.
- Integrated the A* algorithm for enemy AI.
- Tools and Technologies: Unity, C#, DOTween | OOP

EDUCATION

Master of Science | Computer Engineering

2022-now

Thesis Topic: Procedural Level Generation in Platformer Games

Izmir University of Economics

Bachelor of Science | Mechatronics Engineering

2018-2022

Izmir University of Economics

SKILLS

Programming Languages:

C++ C# Java Python
SQL NoSQL CMake

Software Development:

OOP SOLID DSA
TDD CI/CD Git
Shaders Profiling

Tools and Frameworks:

Unity3D SDL ImGui
Qt/QML Blender

TRAITS

Analytical

skilled at identifying and resolving problems.

Resilient

adaptable and persistent against setbacks.

Collaborative

effective in team-oriented environments.

Articulate

excellent communication and documentation skills.

LANGUAGE

English (C2)

German (A0/A1)

MEMBERSHIP

IEEE (2018-2022)

Music Club (2018-2022)