

Core Qualifications

- Experience at many topics : gameplay, optimization, physics, AI, render, multiplayer, editor tools and more
- Beside being a team player, I am self disciplined and experinced to develop a game from scratch on my own. There are more than 10 long-term game projects I have developed both professionally and individually.
- I have always been an active learner, which can be seen at my academic and professional background

Experience

01/2015 – Current **TaleWorlds Entertainment (known for the Mount & Blade series) – Unity Game Developer**

- Working as the only programmer on a confidential R&D game project, thus I worked at every possible subject
- Project is develop with Unity 3D and includes many low-level optimizations, architectural designs and custom implementations to achieve high performance at controlling thousands of entities even at low-mid devices
- Some implementations are like : meshes created realtime, high performance terrain with tools which provides easy manipulation, editor extensions for fast and straightforward level design, multiplayer system using low-level Unity API, shaders for satisfying custom needs, 2D physics collision detection and resolving, spationing for performance boost , new inspector with c# reflection and various gameplay features
- As a side duty at the company, I successfully supervised 8-10 interns each summer, for developing fast game prototypes either letting them work individually or as a team of two (used Unity 3D and MonoGame)

02/2013 - 08/2013 **Pixofun (mobile & facebook game company) – Unity Game Developer**

- Involved at the development of Okey Türk (developed with Unity 3D) as an outsource programmer
- Worked at the development of UI, server communications, Facebook integration, In-App purchases etc.
- Gave consultancy for helping the company to switch from Adobe Flash to Unity 3D

10/2012 - 10/2013 **METU Technopolis ATOM (game development pre-incubation center) – 1 year Support**

- Developed 'Pop to Save' for iOS and Android app stores, and 'Küüstik' for Ministry of Education (Android) with a friend of mine as an indie group
- Pop to Save was the 1st Prize Winner of Dev2Win 2013 contest which was organized by Microsoft Turkey
- Worked on an online software for Mental Arithmetics education as my own project. It had its own easy to use lecture creator created with XNA. I also developed a web service with php for data transfer between the server and Unity application. Lectures were streamed online and it had other online features like adding friends, having achievements, receiving notifications and having global and local leaderboards
- I was assigned as a Mentor to guide developers at Google Social Entrepreneurship Hackathon Ankara and gave a lecture about game development at Ankara University ANOYGE Community Seminar

11/2010 - 09/2012 **Indie Software Developer**

- Developed softwares for various companies according to their needs while studying for my bachelor's degree
- Stock and sales tracking with barcode, restaurant automation, mass sms sending telephone book etc.

06/2007 – Current **Indie Game Developer**

- Game development is my greatest passion and developed several games since my late high school years
- I developed my own game engine at 2010 with XNA Framework, which had its own level design editor and custom render pipeline which had the combination of render features used at GTA IV and Crysis
- There are 2 interactive education games I made with Unity for science museums. One of them is even using Lego Mindstorm robots integrated with the application I developed to teach kids the programming basics.
- I really enjoy game jams and developed several really fun Unity games thanks to these great events

① You can find detailed information and visuals about my works at www.yasiryazici.com

Skills

Game Dev Softwares : Unity 3D | Acnkex A8 | Microsoft XNA | Adobe Flash

Programming : C | C# | Action Script | Lite-C | Java | HLSL | SQL

Education

2016 - Current M.Sc. M.E.T.U., Graduate School of Informatics, Game Technologies

2007 - 2012 B.Sc. Hacettepe University, Faculty of Science, Statistics (CGPA : 2.8/4.0)

① Working on "Visualization of Fractal Math Functions with Procedural Content Generation" for my thesis

Languages

Turkish - Native Speaker | English – Fluent