

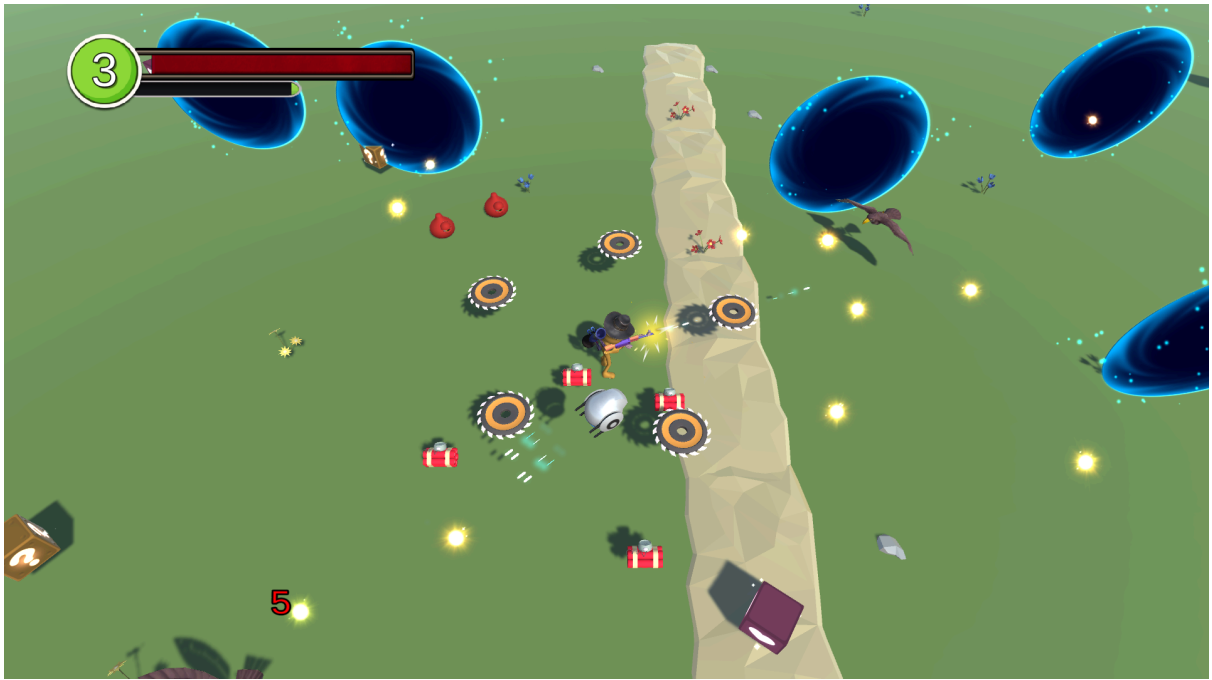
## My Unity Works

### [Youtube Portfolio Link](#)

#### Top Down Shooter Game (3D Rogue-lite)

- The game included in the project was prepared for the Introduction to Game Development course I took at Yıldız Technical University.
- You cannot download and run the project at the moment because it contains some designs that are prohibited from sharing. However, I can send you the build of the project so you can play it! :)
- The game includes 3 different weapons, 3 different enemies, and 3 different character abilities.
- The character has a health system, level, and experience system.
- The Unity pool system is used, and each object created repeatedly is taken from the pool if it is there, and if it is not in the pool and is needed, it is instantiated and added to the pool. These are poolable objects such as enemies, portals, experience particles, and bullets.
- In addition, the character's weapon switching and the different ways each weapon is held are prepared with the animation rigging system.

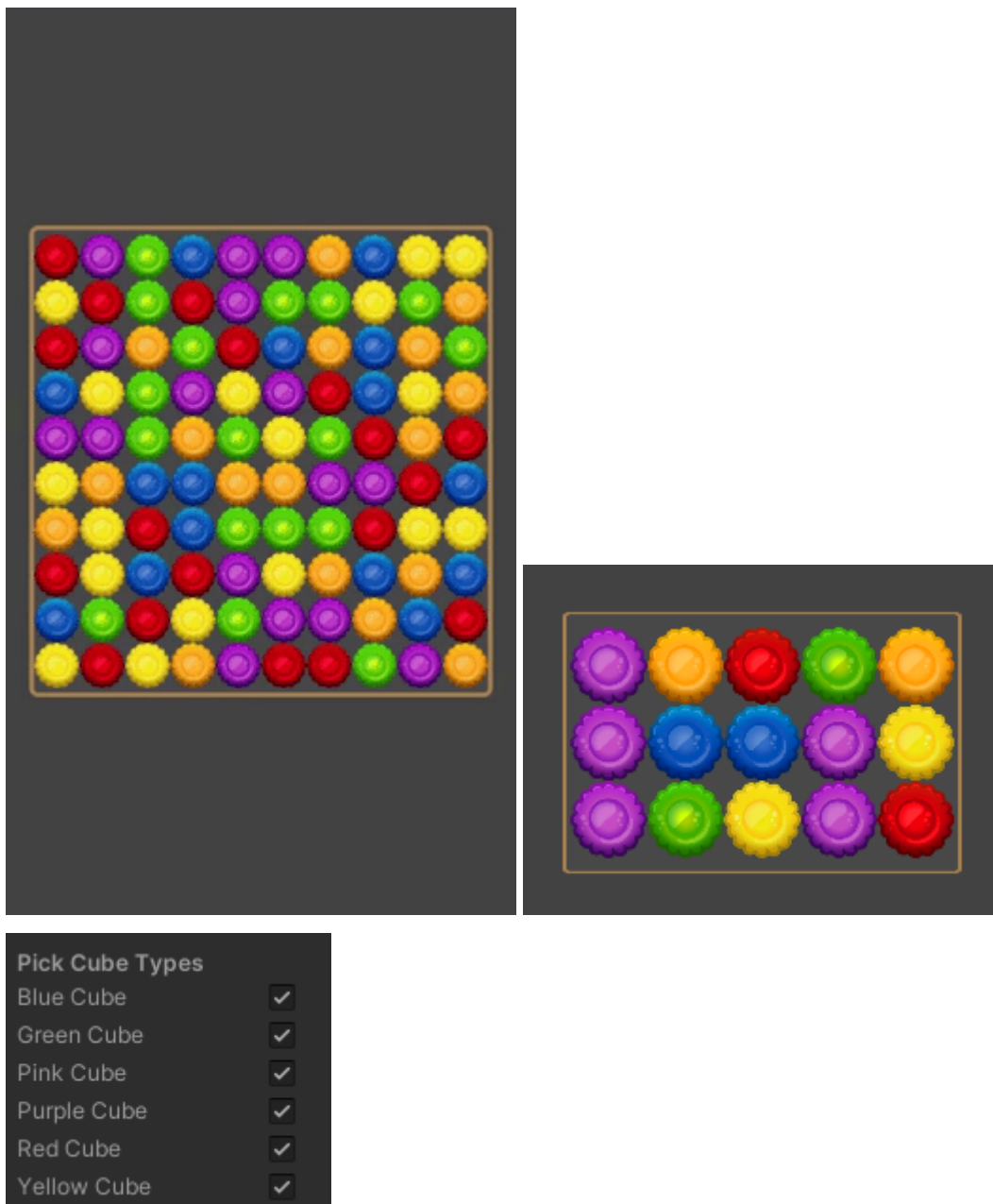




## Match3 Game

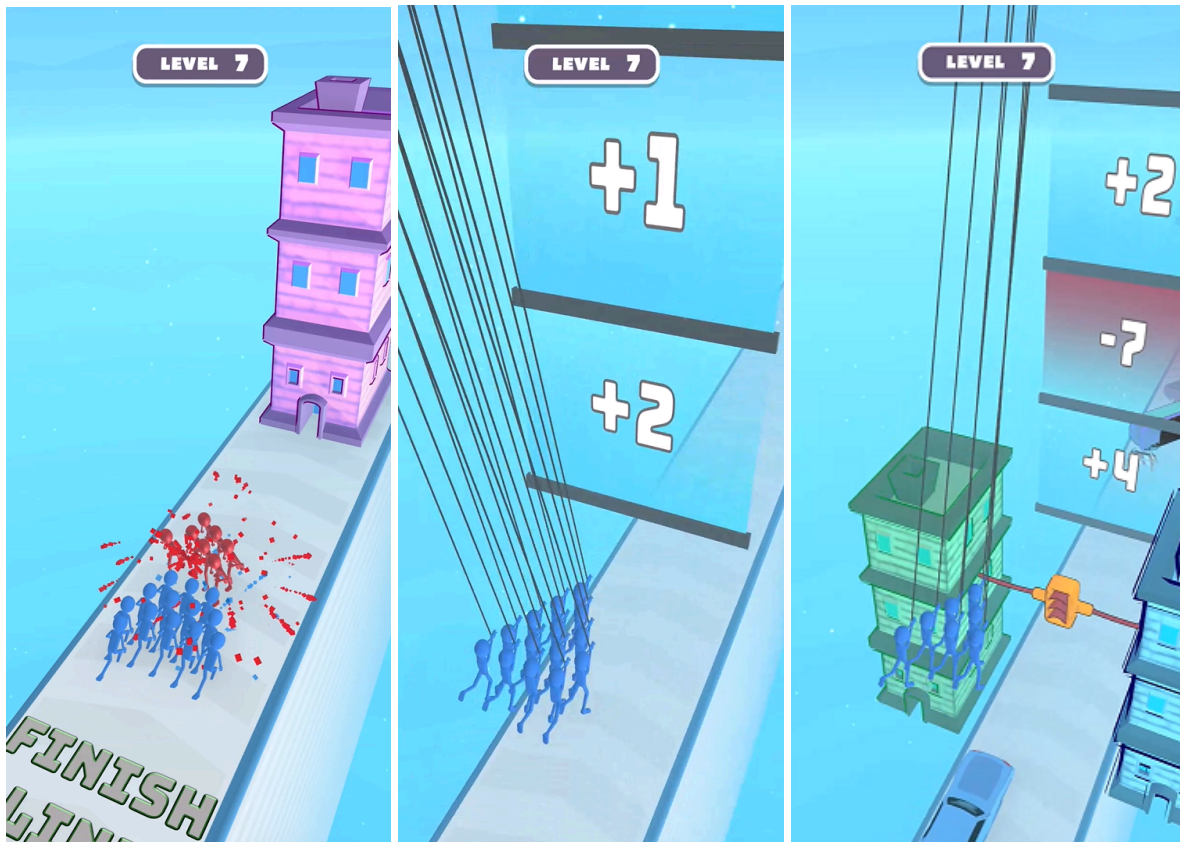
I tried my best to write my code in an OOP. There are cells and candies. The cells are fixed in place, and the candies fall and fill into the cells. It was necessary for the matches to be easily found. Therefore, candies transform into different types in certain numbers to make matches easier to find. When a deadlock occurs, the candies transform into new candies that can create a match.

- There are 6 different colors of candies in the game, and each candy has 4 different types. The types of candies change according to their matching levels.



## Swing Horde Project

- I developed a mobile game as a internship project at Fiber Games.



As an intern at Fiber Games, I developed interesting game features and levels for marketing purposes.

- [Fix My Vehicle](#)
- [Tetrimunition](#)
- [Stairway Shooter](#)
- [Loop Castle](#)
- [Build It Clicker](#)
- [Weld It Clicker](#)
- [Rotating Staff](#)
- [Hair Growth Clicker](#)
- [Money Fan Clicker](#)
- [Nail Clicker](#)
- [Grater Clicker](#)
- [Unrope Rush](#)
- [Hotline Gun](#)
- [Icebreaker Runner](#)
- [Button Shot](#)
- [Gun Deck](#)
- [Fill and Destroy](#)
- [Rubber Gun Run](#)
- [Coffee Clicker](#)
- [Highest Jump!](#)
- [Bouncy Laser](#)
- [Shooter Draw](#)
- [Rubber Fever](#)
- [Treadmill Up](#)
- [Steering Up](#)
- [Weapon Road](#)

**I am currently work on three different projects;**

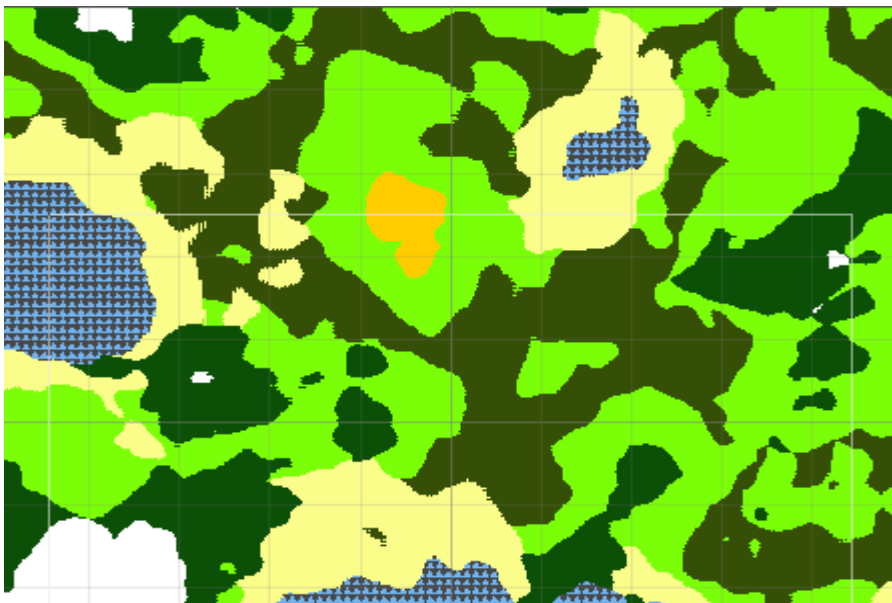
### **My Final Project (Completed and will be updated)**

The type of game I developed for my university final project is a construction and management simulation with elements similar to Dwarf Fortress. It is a game where we manage a colony and improve living spaces, which can be played with friends.

I'm currently learning Unity Netcode and Lobby Service for my final project.

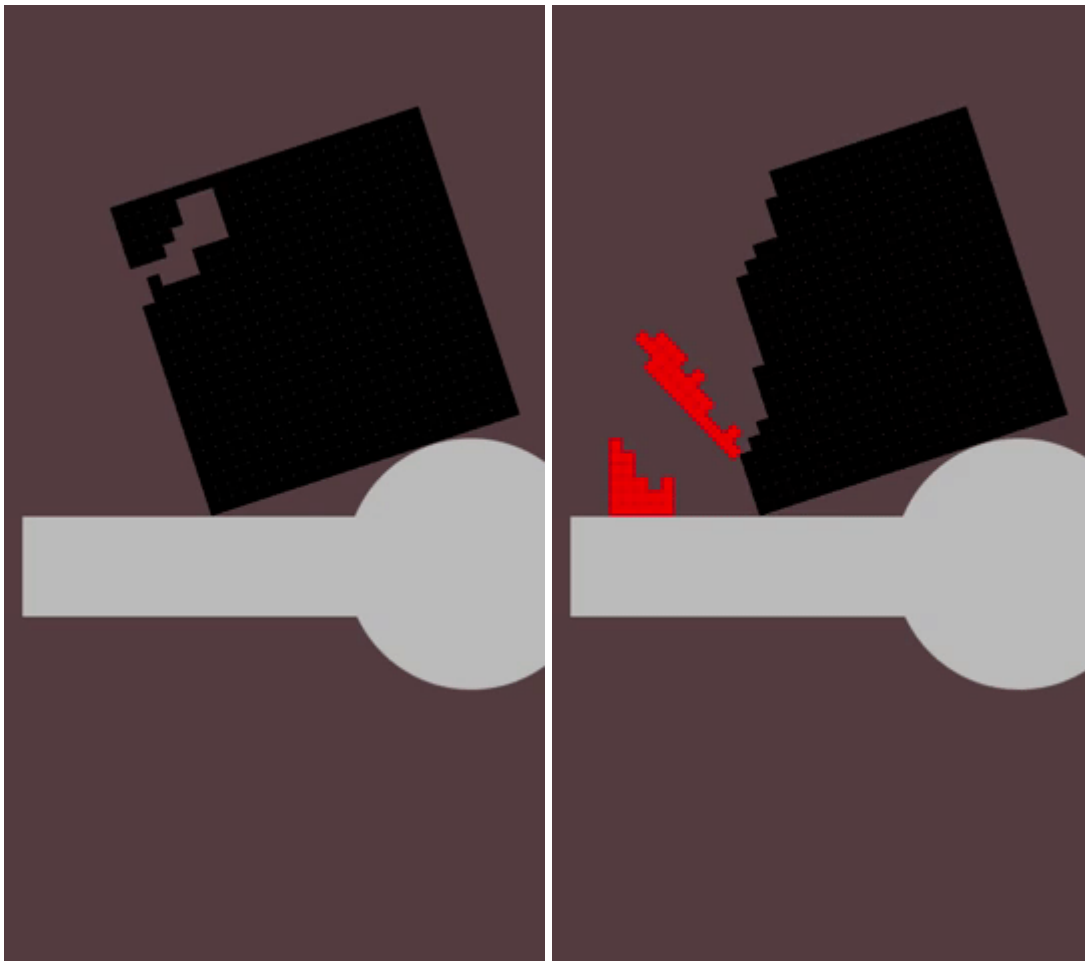


### **Procedural Map Generation**



## Mushroom-11 Mechanics Clone

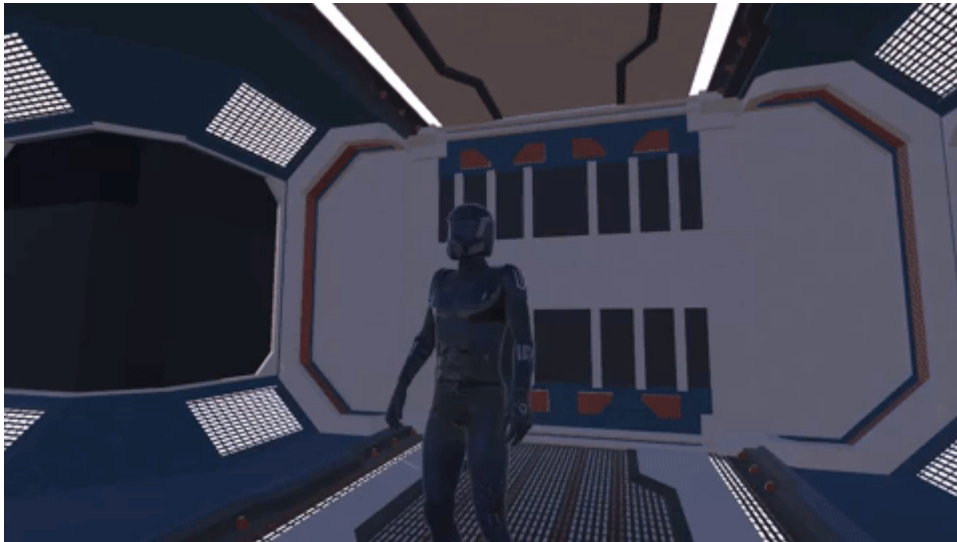
I am making a clone of the Mushroom-11 game. This game has a unique core mechanic. The game progresses by using destruction and growth mechanics and transforming into different shapes to overcome obstacles. What I want to do in this clone game is to improve the destruction and growth mechanics. My biggest goal is for the game to perform the destruction and growth functions smoothly without any lag, even in very large sizes. I am using the Dynamic Flood Fill algorithm to find neighbors. As you can see, even with large sizes, we can apply destruction to our object without lagging and make it shatter. These are destruction part. I will focus more on destruction and try to create an optimized, stable destruction.



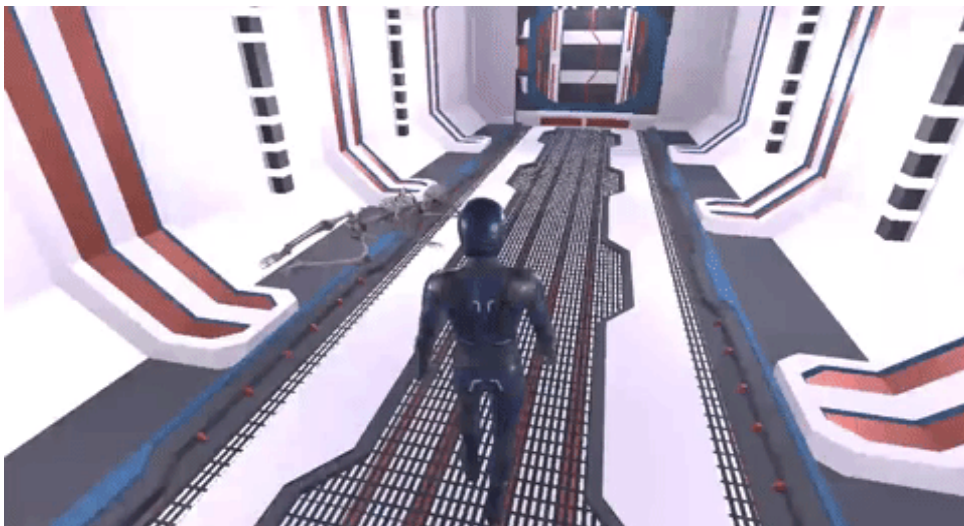


## Thats Me Project

As a game developer, I enjoy gamifying everything I work on. That's why I thought my resume should be like a game. Whenever someone wants to look at my resume, all they have to do is play the game via the Github link without downloading anything.

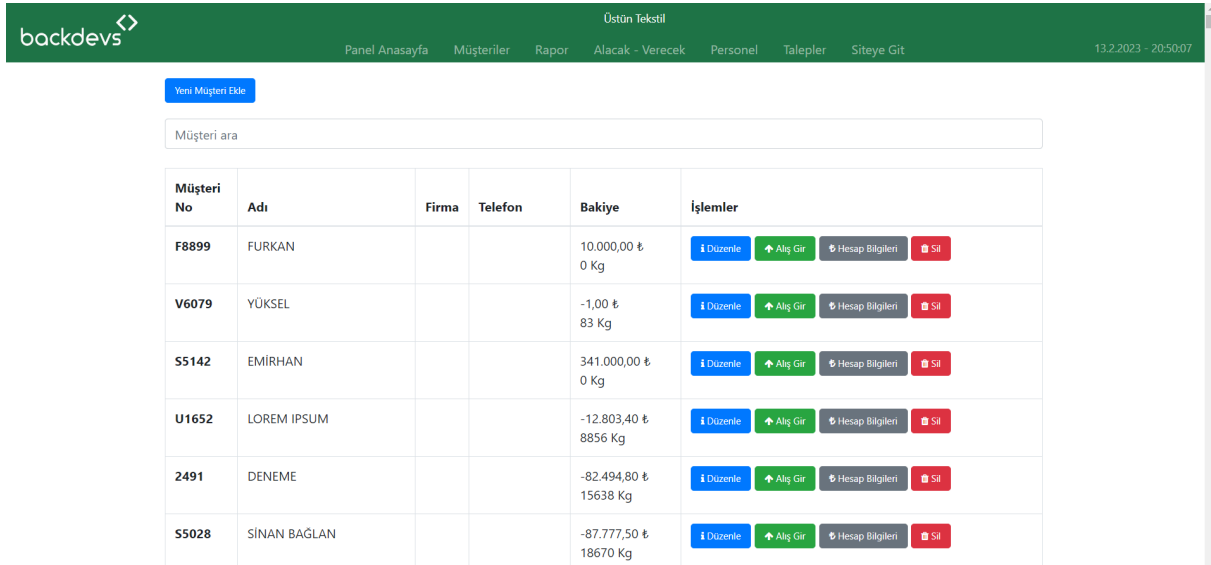
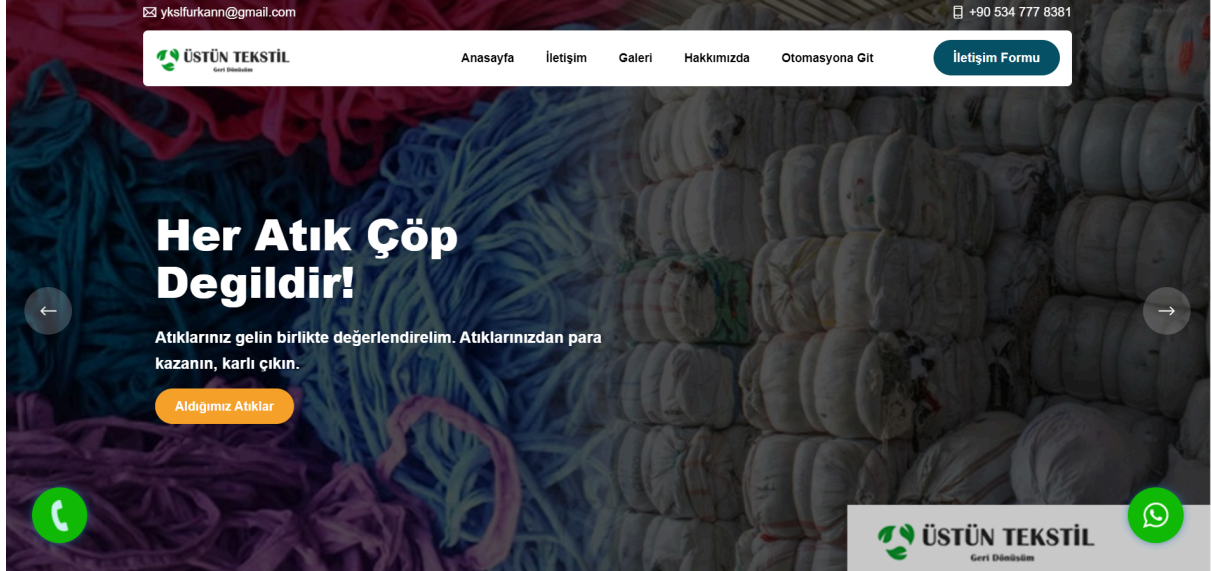


Yes, that skeleton was me. In this scenario, my assistant robot will accompany you and narrate the games to you.



## My website works and projects

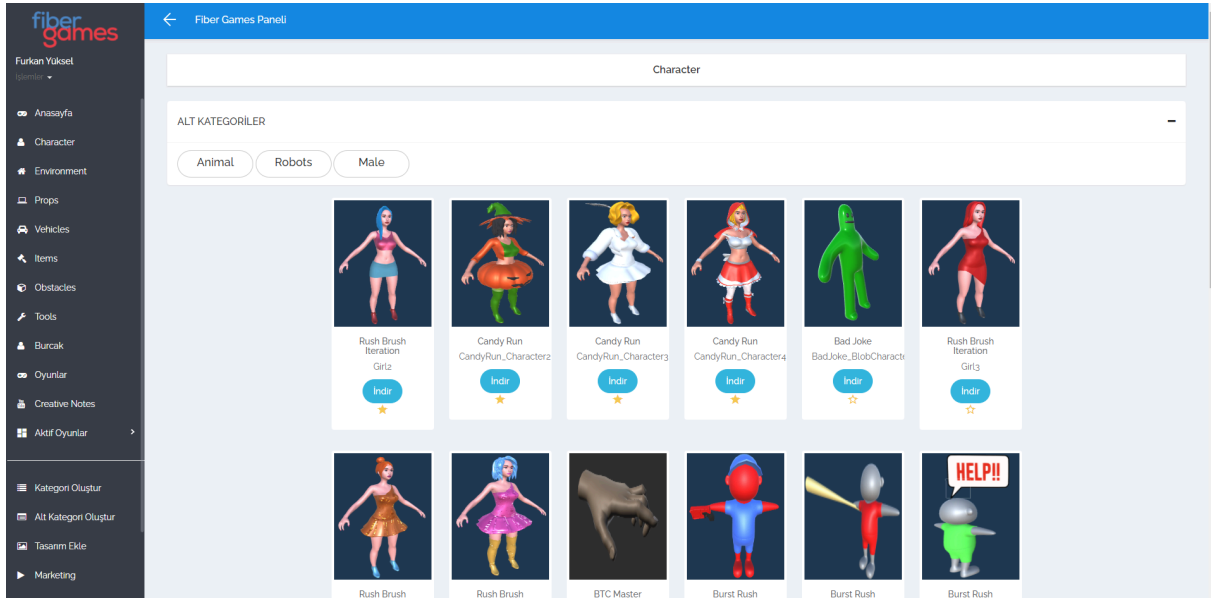
- Website and panel management automation system for Ustun Textile. Includes invoices, employee salaries and request system etc.





backdevs																			
Üstün Tekstil																			
Panel Anasayfa Müşteriler Rapor Alacak - Verecek Personel Talepler Siteye Git																			
Müşteriye Geri Dön																			
Beyaz Pamuk	Siyah Pamuk	Krem Pamuk	Renk 1	Renk 3	Beyaz 2	Beyaz 3	Siyah Polyester	Renk Lirra	Siyah Lirra	Sarı Lirra	Süper Lirra	Gri Melanj	Naylon	Kırmızı Lirra	Kot	Renk 3 Polyester	Baskılı Pamuk	Toplam	
12	5	5	10	76842	45	1							11						
212	5	5	20	3	9783								10						
3	5	5	30	44	2								17						
3	5	5	40	54	9783								18						
34	5	6	40	937	3								14						
32	5	3	5		79								13						
	5		50		37														
					9														
296	35	29	195	77880	19741	1	0	0	0	0	0	0	83	0	0	0	0	9826	KG
1	5	33	3	7	8	9	0	0	0	0	0	0	7	0	0	0	0	KG	Piyas
296,00	175,00	957,00	585,00	545160,00	157928,00	9,00	0,00	0,00	0,00	0,00	0,00	0,00	581,00	0,00	0,00	0,00	0,00	705691,00	₺

- Asset management system for Fiber Games company, where designs that have been prepared can be uploaded, deleted, edited and downloaded according to categories.



And i have several others personal projects. Like blog, wedding, career websites.

## My some other personal and university projects

- I have developed a technical service automation system using C#.
  - [TeknikServisOtomasyon](#)
- A speech recognition and execute commands application in C#.
- I have worked on mobile programming with Java.
  - <https://youtu.be/YDf9bDuXfHE>
  - And other mini applications.
- 2D game in Java. In the game, there is a character with 3 different abilities and 2 different enemies. (I will add the images soon.)
- The characters and enemies also have animations. I am achieving the animation effect by cutting the necessary parts for each character's movement and changing them in a loop.

