

# Hidayet Furkan Birel

## Game Developer

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### Profile

I am a computer engineering student and have been developing games with Unity for the last three years. During this time, I gained valuable experience by taking part in many different teams and projects.

I work with great interest and passion in the field of game development and focus on improving myself every day.

By combining my technical knowledge with my practical experiences, I aim to undertake larger and more impressive projects in the future.

### Education

#### Dokuz Eylül University,

Bachelor Degree

2018 – present

Department of Computer Engineering

### Languages

Turkish ●●●●●

English ●●●●●

### Skills

Unity ●●●●●

C# ●●●●●

C/C++ ●●●●●

OOP ●●●●●

Version Control ●●●●●

Design Patterns ●●●●●

Networking ●●●●●

### Organizations

#### Proje ve Oyun Geliştirme Topluluğu,

Founding Member, Vice Chairman

2022 – present

#### IEEE DEU Student Branch, Game Coordinator

2021 – 2022

#### İTU OTG, Member

2020 – present

Game Design and Development Club

### Professional Experience

#### Intern, Rune Games

07/2023 – 08/2023

- The HTTP and TCP protocols to be used in the project were examined, and sample servers were set up using these.
- Some game systems were developed with Unity.
- A preliminary review and analysis report was prepared for Roblox Studio, and some projects were developed.

### Awards

Third Place, CODEU Coding Competition

First Place, Oygem Game Hackathon

Third Place, Oygem Game Hackathon 3

Second Place, Parma Game Jam

Third Place, Harmonia Games & Infinia GameJam

Top 50, Mağara Jam 2023

## Projects

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**Barınaklar ve Cevaplar**, (Unity - C#) (Dialogue and Sokoban-like Puzzle) (Jam Game) ↗

**OverClock**, (Unity - C#) (Puzzle Platformer) (Jam Game) ↗

**Yaş Döngüsü**, (Unity - C#) (Isometric Puzzle) (Jam Game) ↗

**Box Knight**, (Unity - C#) (Puzzle Platformer) (Jam Game) ↗

**SpaceOut**, (C++) (Puzzle Platformer) ↗

Game Design and Development Lesson Project

**Project SugarComa**, (Unity - C#) (Multiplayer Party Game) ↗

The project was abandoned due to some problems within the team and the scope of the project.

**POG The Game**, (Unity - C#) (Puzzle Platformer) ↗

POG student club introducing project.

**Tower Synch**, (Unity - C#) (Rhythm Tower Defence) (Jam Game) ↗

**Solitarius**, (Unity - C#) (FPS Puzzle) (Jam Game) ↗

**ProjectLuppo**, (Unity - C#) (A Sushi Shop Simulator) ↗

The project was abandoned due to the disbandment of the team

**Daydream**, (Unity - C#) (Puzzle Platformer with multiple endings) (Jam Game) ↗

**CursedCursor**, (Unity - C#) (Rogue-like) (Jam Game) ↗

**Card Shuffle Sort Clone**, (Unity - C#) ↗