

DENİZHAN YAĞCI

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EXPERIENCE

UNITY DEVELOPER

IOTfyEdu

April 2025 – Now

Working as unity developer, implementing 3D models to be interactive for WebGL to be used for lessons.

PROJECT MANAGER / PROGRAMMER / GAME DESIGNER

Pocket-Sized Mayhem

July 2024 – November 2024

Worked as both project manager and programmer in a 3 person team for our final project in VFS, overseeing and managing tasks of team members, creating time estimates for task lists and managing team atmosphere while also responsible from the programming aspect as the programmer.

- Worked on shaders and VFX graph to improve game feedback.
- Created a wave system tool, parsing JSON data from Google Sheets to unity to modify wave spawner variables for my level designer.
- Set up leaderboards using Unity's own Leaderboard services.
- Used weighted randomness in order to have more control over the wave system. Created AI for enemies and created game manager with Unity events to control the game flow.
- Implemented the game audio using FMOD.

PROGRAMMER / GAME DESIGNER

Suteroido Ninja

March 2024 – June 2024

Worked as the programmer, responsible for enemy AI behavior and animation state transitions.

- Created a AI and Event System for Enemy.
- Connected Audio to Unity using FMOD and added existing VFX to enemy attacks.

SOFTWARE ENGINEER

Ekinoks Software Ltd.

January 2023 – July 2023

Joined to an already existing project based on NASA's WorldWind Application which has been in progress for 8 years, learned the project pipeline and migrated already existing mapping technologies to a new project.

- Used already-existing libraries and functions from both NASA WordWind Library and our own project library to implement the functionality to a new base project which used Java.
- Created scripts for data parsing from XML files to Java for data filtering and placement inside the application.
- Created a new UI interface using Java Swing
- Calculated geographic data for different purposes and implemented tactical graphic shapes drawn only from Java.

INTERN

Virtual Projects

August 2021 – September 2021

Experienced rapid prototyping, developing 3 different kind of games in 4 weeks.

- First experience in a game development company office
- Used Unity and C# for game development. Mentored by the game developers for 1 month.
- Created Archero and Factorio clones and 1 hypercasual game.

INTERN

Turkish State Railways

June 2021 – July 2021

Solidified the fundamentals of database and pentesting.

- Observed industry professionals doing penetration testing while also doing basic penetration testing myself.

INTERN

STM

October 2020 – November 2020

Learned introductory Cybersecurity, Internet Protocols and Penetration Testing.

INTERN

Bilisim Garaji

June 2020 – August 2020

Worked with Unity and recorded tutorials, created a demo project using Vuforia Engine for AR Game development.

PRODUCT SPECIALIST

Gurgencler Apple Authorized Service Provider

June 2019 – October 2019

Responsible for identifying problems in apple devices while also providing customer support.

- Completed Apple ATLAS certification courses to gain the knowledge to identify problems in Apple devices and recommend solutions based on the findings.
- Communicated with the customers, face to face to talk about the issue they experienced, and managing situations with customers which might become unpleasant depending on the findings in the device.

EDUCATION

Vancouver Film School – Game Design / January 2024 – December 2024

Bilkent University - Bachelor Degree in Computer Science / September 2017 – January 2022

SKILLS

Technical Skills:

Programming Languages : Java, C++, C, Python, Assembly

Programs: Unity, Photoshop, Maya, Unreal Engine, FMOD

ACHIEVEMENTS

- Turkey Interschool Swimming Championship Turkey 3rd Place
- Turkey Interschool Swimming Championship Relay Race Medley Style Turkey 3rd Place
- Turkey Swimming Finals 50m Butterfly Style 16th Place
- Turkey Interschool Swimming Championship Regional Qualifiers 50m Butterfly Style 1st Place