

MURAT BALCI

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Summary

My studies and previous summer internship have provided me with skills on programming, problem solving in software engineering, gameplay prototype development and being adaptable to new and different development environments. Gameplay programming is my dream since i have started playing games and i want to always improve myself on this particular area and also computer graphics.

- Programming in C/C++ and C# languages
- Unity3D (Efficient), Unreal 4 (Beginner)
- SQL and PHP

Education

Kırıkkale University, Kırıkkale/Turkey / 2012 - 2016

Computer Engineering Undergraduate Programme

Note: I only have to complete an internship to graduate, my studies have ended.

Lublin University of Technology, Lublin/Poland / 2015 - 2016

Computer Science International Exchange Student (Erasmus+ Programme)

Hacettepe University, Ankara/Turkey / 2013 - 2014

Computer Engineering National Exchange Student

Experience

METUTech ATOM (Animation Technologies and Game Development Center)

Intern Gameplay Programmer / Summer of 2015

- Producing game prototypes on different gameplay elements
- Research on game design
- Completing weekly tasks about different aspects of game development

Activities

Global Game Jame 2016, Cologne/Germany

Gameplay programmer, Cologne Game Lab

Fundamentals of 3D Programming 2015, Eskişehir/Turkey

Participant, Akademik Bilişim 2015 Anadolu University

Unity3D Course 2014, Ankara/Turkey

Participant, ACM Student Chapter Hacettepe University

Volunteer Localization to Turkish for a few games 2011-2012

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