

YOLDAŞ ULAŞ TALAŞ

SOFTWARE ENGINEER



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TEAM PROJECTS

Where's My Bones ?

01/2024

- We made this game for GGJ 2024 with the theme 'Make Me Laugh.' We thought it would be really fun to control a Rag Doll character.
- To create our character, we got help from another artist on a different team. Together, we made a bone structure for the character using Configurable Joints. While I worked on the character, my teammates built a level set in a construction site filled with obstacles.
- Designing the controls was tough because we had to make sure the character's movements were balanced to keep its joints intact.
- Despite the challenges, our team successfully finished the game. We presented it to the professors at Bilgi University with a video.

Bob

11/2023

- We made this game for the Magara Game Jam '23, with the theme 'Mysterious Machine.' It's about a guy named Bob and his fun adventures with a runaway child drone from another planet. The drone can open portals and summon creatures for Bob to fight.
- I worked with 3D artists to create a cool intro video that explains the game's story. I also added a portal feature, so players can see where Bob ends up when he goes through one.
- Our team made the menus and two levels to complete the game. Although we couldn't finish everything we wanted, we made a pretty good prototype that's fun to play.

Decker

02/2023

- Our team developed a 3D card game with integrating a 10-page narrative through 30 cards and 3 engaging mini-games.
- I created the core mechanics and directed 4 artists in producing and implemented 50+ art assets.
- We successfully pitched the game after an 48-hour development cycle.

Stand Alone

01/2023

- Collaborated with a team to develop a medieval survival game, contributing to terrain design and the castle's defense against zombies.
- Animated player combat with the team in a tight 48-hour timeframe, sparking future ideas.
- Together, we crafted a gameplay video that caught the jury's eye.
- Briefly pursued a Steam publishing agreement with the team, guided by mentors and inspired by our game's potential.

SKILLS

Unity | HLSL | OOP | AWS | Blender

C# | C++ | Data Structures & Algorithms

SPOKEN LANGUAGES

Turkish - Native

English - Working Proficiency

EXPERIENCES

Game Developer

02/2023 - 07/2024

Rima Games

- Worked on 20+ games in various genres, including action, puzzle, and adventure.
- Completed more than 10 projects independently, handling all aspects from design to deployment.
- Gained experience with C#, Unity, HLSL, Blender, AWS, Odin and UniTask.
- Collaborated with other developers, artists, and designers to create high-quality games.

Engineering Intern

11/2022 - 12/2022

Üçüncü Binyıl

- Crafted curriculum materials for Electronics courses.

Engineering Intern

06/2021 - 09/2021

Gözlem Yazılım

- Created a Windows app for ALS patients, using Python and PyBluez, integrating eye-tracking technology for mouse input, enabling interaction with home appliances via Bluetooth.

B2B Coordinator

02/2018 - 05/2020

AIESEC

- Doubled company involvement to internship programs during my time.
- Achieved %75 growth in overseas placements for Turkish students.
- Connected with 10+ major companies, enriching the global experience for 50+ students.

SOLO PROJECTS

Gem Match 3

- Created a match-3 game which has multiple booster, power up and obstacle elements.
- It has a responsive UI with multiple animations for rewards and level endings
- I made a item database structure that is extendible for adding new game elements.
- I created an Tilemap based level design tool which user can create levels simply by painting in the scene.

Insect Planet

- Created an FPS game featuring two cinematics, custom shaders for portals, and engaging particle effects.
- I used compute shaders for a cinematic scene that has over 500.000 meteors and I implemented a custom LOD system to manage the GPU workload while not compromising visual quality.
- I wrote custom URP shaders in order to manage instancing and exclude computationally expensive passes from rendering.
- Designed an open-world level within limited space, used Object Oriented Programming for gun and character system.

Reverse It

- Created a 2D platformer game with using C# and Unity that has one goal of helping our main character to go to the other side of the ship to help his friends.
- I used tile palette for level design and behavior tree for AI.
- I made Celeste-like dying and level change transitions with using coroutines.
- I wrote an event manager and used OOP to write an UI system that is modular and reusable for other projects.

Portal Pursuit

- I developed a first-person 3D platformer that places the player in a spaceship under attack, facing a power outage.
- Crafted real-time portals connecting different parts of the scene, and an NPC dialogue system for immersive gameplay.
- Designed four distinct levels to provide a complete game experience, complete with challenges and an unfolding storyline.

Pace Maker

- Created a 3D rhythm-based game, innovatively using a "ghosting" mechanism that allows players to create levels that sync with their chosen music by recording movements.
- Designed a dynamic main menu UI adapting to the rhythm of the playing song, adding an extra layer to the overall experience.

EDUCATION

Bachelor Of Electronics Engineering	Atılım University, Ankara	01/2023
METU CClub		08/2018 - 06/2020
METU Robotics Club		08/2018 - 06/2020
ODTÜ Gastronomy Club		08/2018 - 06/2020

CERTIFICATES

<u>Game Design and Development with Unity</u>	04/2023
Michigan State University	
<u>Unity Junior Programmer Pathway</u>	10/2022
Unity Technologies	
<u>C# Programming for Unity Game Development</u>	10/2022
University Of Colorado	

VOLUNTEER

Discover Bucharest With Erasmus

Romania 12/2019 - 02/2020

- Spent two months in Romania, working daily with 200 students across six classes, focusing on English language and social skills.
- Examined the effect of class sizes on education, contributing to a broader understanding of learning environments.
- Observed educational inequalities among the Roman people, discovering similarities with Turkey, which deepened my understanding of global education issues.