

EYYÜP ENSAR TOPUZ

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EDUCATION

Hacettepe University

BSc. Computer Engineering

2019 - 2024

Ankara, Turkey

RELEVANT COURSEWORK

- OOP
- Game Technologies
- Data Structures
- Artificial Intelligence
- Algorithms
- Image Processing
- Computer Graphics

WORK EXPERIENCE

Easy Clap Games

March 2023 – July 2024

Unity Developer

Ankara, Turkey

- Developed **Wand Evolution**, a hybrid-casual mobile game successfully released on [iOS](#) and [Android](#) platforms and downloaded over **300,000** times. Implemented the store, gear, pets, core game mechanics, and user interface.
- Developed eight additional games, except Wand Evolution.
- Contributed to the framework by fixing bugs and implementing additional functionalities.
- Assisted with the deployment process for games.
- Implemented advertising scenarios.

Mayadem

June 2022 – July 2022

Game Developer Intern

Remote

- Developed a game called The Prophecy using **Unity**. Implemented **random dungeon generation** and **heap-optimized A* pathfinding** algorithms for this game.

PROTEL

August 2021 – September 2021

Software Developer Intern

Remote

- Developed Front-End using **HTML**, **CSS**, **JavaScript** and **jQuery**.
- Implemented document manipulation with using **C#** and **Spire.Doc**.

PROJECTS

HomEfficient (Computer Graphics Course Term Project)

[Source Code](#)

- Used **HTML**, **CSS**, **JavaScript**, **three.js**, **ammo.js** and **tween.js**. for this game
- Developed **fragment** and **vertex** shaders for this project.
- Implemented **Binary Space Partitioning** for generating rooms.

UniSand

[Source Code](#)

- Used **Unity** and **C#** for this game
- Simple sand simulation game that is developed for fun.

ShaderNotes

[Source Code](#)

- Created various shaders in **Unity** using **cg** and **ShaderLab** for learning purposes.
- It includes shaders such as **Stencil Shader**, **Sprite Outline Effect** and **Lambertian Phong Lighting**.

TECHNICAL SKILLS

Proficient With:

C#, Unity, git, doTween

Experience With:

C++, Lua, Python, JavaScript, HTML, CSS, Java, Unity Editor Scripting, Unity Shaderlab, Unity Shadergraph, Unreal Blueprints, three.js, Linux