

# Mr. Umut EFILOĞLU

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**SUMMARY** Umut is Gameplay Programmer experienced in C# Scripting with Unity Engine and Blueprint Visual Scripting with Unreal Engine. He is good at analyzing games and documenting findings as reports. He has 4 projects (1 with Unity, 3 with Unreal Engine) and 1 unfinished project made with Unity. He worked on 2 different Game Design Documents, guided his team members through document. He has 11 documents (25k+ words) reporting his findings (critics of game mechanics and components) of game analysis. He and his team members was accepted by **ATOM** (in ENG: Animation Technologies and Game Development Center). It is pre-incubation center for teams which are interested in digital game and animation development, powered by one of the best universities in the world - **METU**.

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## SKILLS & ABILITIES

- Good at Scripting with Unity using C#.
- Good at Scripting with Unreal Engine using Blueprint Visual Scripting.
- Good at documenting and focusing details.
- Experienced with Construct 2.

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## EXPERIENCE

### Self-employed Game Developer, **ATOM**

#### Project Manager

Oct. 2020 – Present

- Arranging weekly duties of programming team members.
- Doing domain analysis about ongoing game project.

#### Self Employed Starter

Aug. 2020 – Oct. 2020

- Attended and contributed to brainstorm meetings.

### Assistant System Administrator, **VakıfBank**

05 Nov. 2018 – Present

- He works as an administrator in VMware vSphere environments. He is in a team which is responsible 200+ physical ESX servers, 100+ Linux Servers, 100+ Windows Servers and 3000+ Virtual Machines.
- During his work, he experienced to work in a team consisting experienced people, learned VMware PowerCLI and tried to write several scripts.
- He created lots of VMs, created lots of ESXs with configurations, worked to solve several problems in Linux and Windows environments.
- He is also experienced in storage administration perspective, mostly focused on SAN Zones.

## EDUCATION      NAME OF PROGRAM OR DIPLOMA OR DEGREE – SCHOOL NAME – LOCATION

- He is currently (2019 - ongoing) studying in Master's Degree of Computer Animation and Game Technologies in [Hacettepe University](#) in Ankara, TURKEY.
  - He currently has 3.78/4.00 grade.
  - He created 2 Unreal Engine projects with a team of 5 people. The team consisted of 3 people in design team and 2 people in development team including Umut. He was responsible of gameplay programming and Unreal Engine development side, with his other development colleague.
  - Courses that he has taken:
    - 2<sup>nd</sup> Semester:
      - BCO606 - GAME DEVELOPMENT WITH UNREAL GAME ENGINE
      - BCO611 - PHYSICS IN COMPUTER ANIMATIONS AND GAMES
      - BCO623 - COMPUTER GAME DESIGN
      - BCO653 - GAME ARCHITECTURE
    - 1st Semester:
      - BCO607 - APPLIED COMPUTER ANIMATION I
      - BCO647 - GAME DEVELOPMENT USING UNITY 3D
      - BCO652 - GAME PROTOTYPING
      - BCO681 - VIDEO GAMES ANALYSIS
- He studied in Bachelor's degree of Computer Engineering during 2013-2018 in [Çankaya University](#) in Ankara, TURKEY.
  - Europass Diploma Supplement Available
  - European Accredited Engineering Bachelor's Degree Programme
  - He studied with 100% Tuition Scholarship.
  - He was head of Computer Engineering Club (Temporary experience)
  - He took Innovative Game Design course as elective. He found an opportunity to create a board game and see the principles of game design like game mechanics and dynamics in this lesson.
  - Çankaya University was classified 401-500<sup>th</sup> World University Rankings 2020 by [Times Higher Education](#).
- He also loves online courses such as provided from Udemy. You can check his account, [here](#).

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## OTHER ACCOMPLISHMENTS

- He has several works in both development and design areas of games. You can see his portfolio, [here](#).
- He has an experience to write/edit game design documents.
- He has an experience of using source control platform - GitHub.

- He has an experience of leadership (Computer Engineering Club, in Çankaya University)
- He has an experience of working in a multidisciplinary group.
- He has the knowledge and experience of both physical (pencil and paper) and digital (using Construct 2; developed by [Scirra](#)) prototyping.
- He is a passionate gamer; and amateur singer.