

ECE NAZ SEFERCIOGLU

Game Developer

I am an instructor at information technologies and a game developer. In my spare time, I share game development tutorials under Devsplorer title. There I share what I learned, what I like to do, and sometimes devlogs. I like to research new topics and find new points of view. I am highly motivated to work in game mechanics design and immersive technologies.

CONTACT&LINKS

- Istanbul
- github.com/seferciogluecce
- linkedin.com/in/ece-naz-sefercio%C4%9Flu/
- quora.com/profile/Ece-Naz-Sefercio%C4%9Flu
- devsplorer.wordpress.com/
- twitter.com/EcceGD

SKILLS

WORKING KNOWLEDGE

C#	Unity
Python	OpenCV
C++	.NET
Git	AngularJs
SQL	HTML/CSS
C	Jquery

BASIC KNOWLEDGE

Arduino	Premier
Scratch	Photoshop
Processing	Illustrator

LANGUAGE

English	Intermediate
German	Beginner
Japanese	Beginner

PROJECTS

- Nobel Orman : Gamification of business relations between pharmacists and pharmaceutical company Nobel with a team.
- Sound Forest: AR forest app where trees are randomly spawned and source of different sounds, developed with Unity and MARS.
- Audio Simon: Audio cue based Simon Says game published on Google Play.
- Pythonification of Matlab scripts of Computer Vision course

ACHIEVEMENTS

- Türkiye Bilişim Vakfı 2. Kod Ödülleri idea entry 2nd place winner among 300 entries.
- Türkiye Bilişim Vakfı 1. Kod Ödülleri idea finalist among 300 to 12 entries. (educational game idea/development competition)
- Winner of Unite Berlin Scholarship from Wooga
- Windows Mixed Reality headset developer edition recipient

HOBIES

- Creating quick Unity applications
- Reading game design and self care books
- Watching Sci-Fi
- Reading comics
- Travelling

EDUCATION

GAME AND INTERACTION TECHNOLOGIES | MS

Istanbul Technical University | 2018 - 2021 | 4.00 GPA

Courses were taken: Special Topics In Game Development - VR Experience Design, Guided Research, Game Project Studio, Introduction to 3D Modelling and Desing For Games, Computer Graphics, Interaction and Human Experience in Games, Introduction to Game Design and Development, Essential Mathematics for Games, Game Production

Thesis Project: Spatial Audio Localization As A Gameplay Element: Design, Development, And Evaluation Of An Audio-Based Virtual Reality Game (2021)
Thesis Advisor:(Assoc. Prof. Dr. Hatice Köse)

COMPUTER ENGINEERING | BS

Istanbul Technical University | 2013 - 2018 | 2.97 GPA

Courses were taken: Object Oriented Programming, Object Oriented Model.&Design, Basics of Visual Composition, Learning From Data, Computer Security, Computer Vision, Artificial Intelligence, Data Structures, Analysis of Algorithms, Robotics, Software Engineering

Thesis Project: Development Of A Strategy Game Using Software Development Practices

Ten level shortest path finding game in 3x3 grid environment, developed with Unity3D to show the benefits of using OOP design principles in game development.

EXPERIENCE

INSTRUCTOR

Istinye University | Apr 2021- present

- Information Security Technologies (Main)
- Digital Game Design (Support)

CONTENT CREATOR

Devsplorer | Jun 2020 - present

- Educational game development content with on written and video platforms.

SOFTWARE DEVELOPER

Softtech | Jul 2018-Apr 2019

- OmniChannel development of banking solutions.
- ASP.NET development
- As a part of new recruits programme, joining soft skill and entrepreneurship courses.

SOFTWARE DEVELOPER

Invent Analytics | Dec 2017 - Jan 2018

- Improvements and maintenance to existing web applications.

INTERN

VeriPark | Aug 2017 - Aug 2017

An Expense Application is made to get knowledge on various web development technologies such as MVC .NET, AngularJs, Entity framework etc.

INTERN

GES Exhibitions | Jul 2017 - Jul 2017

- Using Unity 3D software, Solar System Weight Simulation application is made. This application shows user's possible weights and age on different planets on Solar System with given birthdate input and reading weight value from scale with Arduino. Moreover, user can move, scale and rotate the Solar System and read information about planets.
- Modifying C#(Unity3D) and Arduino code of a past project to change joystick controller.

INTERN

Defia Software Engineering | Jul 2016 - Jul 2016

- Documentation of using Raspberry Pi3 with Windows 10 IoT Core and compatibility of framework of company and Windows Universal Platform.
- Addition of toggleable loop feature to NumericUpDown element.