

MURAT BALCI

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Summary

- Programming in C++ and C# languages
- Passion for video games
- Unity3D game development
- Interested in computer graphics

Education

- **Hacettepe University, Ankara/Turkey / 2019 - Present**
Computer Animation and Game Technologies Master's Programme
- **Kırıkkale University, Kırıkkale/Turkey / 2012 - 2017**
Computer Engineering Undergraduate Programme (GPA 3,31)
- **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 (Farabi Programı)

Experience

MagicLab Game Technologies Game Developer / Jan 2020 – Present

- Developing 3D hyper-casual games on Unity for mobile platforms

Elite Game Studio Game Programmer / Oct 2016 – Apr 2019

- Worked on a cross platform 3d billiard/pool game Unity Game Engine
- UI Development
- Various bugfixes (Both client and Photon game server) and code refactor
- Project upgrade to the newer versions of Unity engine (Physics and WebGL oriented works)
- Implementation of console input systems
- Graphical performance tests and optimization of the game scene

METUTech ATOM Intern Gameplay Programmer / Summer of 2015

- Research on game design and mechanics
- Producing games and prototypes with Unity Engine
- Completing weekly tasks about different aspects of game development

Languages

- Turkish - Native tongue
- English - Advanced
- Polish – Elementary (as a hobby)

Activities

Global Game Jam 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 Translator (English to Turkish) for a few games 2011 - 2012

OyunCeviri.com