

Mustafa Musab AYHAN

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ABOUT

I am a passionate and self-motivated Gameplay Programmer with strong skills in Unreal Engine and C++. I have solid 3D Math knowledge on topics such as Linear Algebra, Matrix, Vectors and Trigonometry. I have got 3+ years of professional experience in software development, one years of which is in Gaming Industry as a Gameplay Programmer.

Apart from these, I am a gamer. I **love** games. It has been above 20 years since I took my first step into the Gaming World. I love admiring a well made game in terms of its mechanics, gameplay, art and also its story. I love this community and enjoy working for it.

WORK EXPERIENCE

- Gameplay Programmer at DARK TREE GAMES, Istanbul/Turkey *June 2022-Present*
 - Extended an existing system with new gameplay mechanics and systems from various disciplines such as movement, design, AI, animation, UI, etc.(slide, dive roll, pushing system, NPC) while maintaining the old system.
 - Developed some basic gameplay tools for designers to implement and adjust game mechanics as they desire
 - Debugged and resolved many gameplay bugs that occurred during polishment of gameplay features
 - Collaborated with designers on environments
 - Experienced working in a large code base system (Advanced Locomotion System (ALS))
 - Experienced shipping a video game demo as being part of a team.
- Methods and Tools Engineer at TURKISH AEROSPACE INDUSTRY (TAI), Ankara/Turkey *Aug 2019-Feb 2022*
 - Developed and implemented many Windows Form tools in C#.NET Framework for various analysis methodologies used by stress engineers and reduced the waiting time spent to obtain results by **30%**
 - Improved overall tools quality by debugging and fixing many bugs upon over **20** feedbacks from users
 - Leveraged knowledge in OOP, data structures and algorithms, git
 - Experienced in Tortoise SVN

GAME PROJECTS

For details about all of my game projects, please check out my portfolio. www.musaboland.com

EDUCATION

2013-2019	Bachelor of Science in AERONAUTICAL ENGINEERING, Istanbul Technical University, Turkey GPA: 3.36/4.00 (All Math courses 4.00)
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ADDITIONAL INFORMATION

Skills:	C++, UNREAL ENGINE 4, 5 AND BLUEPRINTS, C#, OOP, TORTOISE SVN, PERFORCE , GIT, ADVANCED MATH, PROBLEM SOLVING, DOCUMENTATION
Familiarities:	DESIGN PATTERNS, BASIC CLIENT-SERVER NETWORK LOGIC (REPLICATION, RPCS, REPNOTIFIES, SIMULATED PROXIES) , RAY TRACING
Courses & Certifications:	(UDEMY) UNREAL ENGINE C++ DEVELOPER: LEARN C++ AND MAKE VIDEO GAMES <i>2021-2022</i> (UDEMY) MASTERING DATA STRUCTURES & ALGORITHMS USING C AND C++ <i>2021-2022</i>