

ERCAN AZIZ

GAME DEVELOPER

CONTACT

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TECHNICAL SKILLS

- Unity (Advanced)
- C# (Advanced)
- VR/XR (Intermediate)
- Object-Oriented Programming
- HTML/CSS (Intermediate)
- Blender (Entry)
- Unreal Engine (Entry)
- C++ (Entry)

SOCIAL CLUBS

Google Developer Students Club (GDSC)

- I am in a Organizer Team in GDSC. Collaborated with a team to organize technical workshops and community events

LANGUAGES

- Turkish (Native)
- English (Professional Working Proficiency / B2+)

PROFILE

I am a Computer Engineering student specializing in Game Development with advanced proficiency in C# and the Unity engine. Having participated in several multi-person group projects, I have developed a strong ability to collaborate within a team, manage version control, and contribute to complex software architectures. My technical focus lies in writing clean, scalable C# code and implementing efficient game mechanics. I enjoy solving technical hurdles in a team environment to deliver polished and immersive user experiences.

WORK EXPERIENCE

Metaverse Studio at SDU

June 2025 - Present

Unity VR Developer

- Currently serving as a Unity Developer and 3D Designer at the University's Metaverse Workshop, I play a dual role in developing high-impact VR projects for both academic research and professional external stakeholders. My expertise spans the entire development pipeline, from initial 3D conceptualization and modeling to final software implementation. Beyond my technical contributions, I frequently assume Project Lead responsibilities, where I streamline development workflows, manage team coordination, and ensure the successful delivery of complex, immersive virtual experiences.

Panoptis Game Studio

October 2024 - February 2025

Game Developer

- I co-founded this independent studio alongside my classmates as a foundational step in my game development career, gaining my first hands-on experience with the Unity engine. As a core team, we actively participated in numerous Game Jams and project competitions, which significantly sharpened my skills in rapid prototyping, effective team communication, and crisis management under tight deadlines.

PROJECTS

Splash Game

- Developed as part of the Global Game Jam, this project is a level-based platformer built around the theme of 'Bubble'. I was responsible for crafting grid-based level designs using the Unity Tilemap system and implementing dynamic camera behaviors with Cinemachine to enhance player immersion. Additionally, I designed and programmed the Enemy AI, including its behavioral patterns and attack systems.

EDUCATION

Computer Engineering

September 2023 - Present

Engineering Faculty | Suleyman Demirel University