

Sercan Altun

Highlighted Experience

Senior Game Developer, Unity3d @ *Game Hive Corporation*

Fall 2018 – Winter 2019

- Developed new features for the game and helped with code maintenance in Unity (C#)
- Introduced patching techniques to improve testing process of server endpoints. Eliminated the need for introducing temporary testing code into main code base.
- Profiled memory and CPU usage using Unity Profiler; found performance issues and resolved memory spike crashes.

Game Developer, Unity3d @ *Sillywalk Games Inc.*

Summer 2018

- Developed Runner Fox for hyper casual market. Created ad mediation waterfall using Admob and Unity Remote Settings systems. Setup Continuous Integration with Unity Cloud Build service
- Prepared design documents and initial prototype for government grants.

Freelance Game Developer & Software Consultant

Fall 2014 – Summer 2018

- Remade Sillywalk Games's Mind Mould 2 from scratch in Unity3D after decision to re-release it Chinese market. Implemented Admob, Google Analytics, daily reward systems, and asynchronous multiplayer challenge system.
- Lead the development of an educational mobile game that teaches traffic rules to the children.
- Took on maintenance of Gripati's Drift Draft Destroy (iOS & Android). Updated the code base to newer Unity3d engine, implemented in-app purchases, ad frameworks, and added AI players for Photon multiplayer engine.
- Developed minimum viable product of new internet startup Sinemia. Used Laravel (PHP) and MySQL for server backend and Phonegap (HTML & Javascript) for mobile client.

Co-Founder & Software Developer @ *Yeti Information Services*

Summer 2012 – Fall 2014

- Took on the initiative for offering web services with Laravel & Wordpress (PHP) with ongoing maintenance contracts.
- Developed various event game installations using Flash, Unity3d, Kinect motion sensors, multi touch tables and screens.
- As an in-house project, developed social quiz app İnsan Sarrafi to gamify dating. The app ranked 3rd locally in Apple Store Gaming category and was chosen as one of 2014's best 15 start-ups by Turkish startup acceleration program E-Tohum.
- Designed ad-driven monetization model and social media integration for mobile game app Pets & Planes (iOS & Android).

Projects

Deferred Narrative Planning Algorithm

2017

- Developed proof of concept artificial intelligence project for computer generated narrative algorithm outlined in my master thesis.
- Implemented unification algorithm for domain independent predicates and a modified partial-order planning algorithm for graph search AI in C#

Education

MA. in Game Design, *Bahçeşehir University* GPA 4.0

2014 – 2017

MSc. in Digital Games (Erasmus Exchange), *University of Malta*

Fall 2016 – 2017

BSc. in Industrial Engineering, *Bilkent University* GPA 3.03

2006 – 2010

Full Work Experience

Freelance Game Developer & Software Consultant	2014 - Present
Adjunct Faculty (Basics of Programming), Bahçeşehir University: Game Design Undergraduate	2017-2018
Adjunct Faculty (Digital Game Design), Galatasaray University: Faculty of Communications	2017-2018
Co-Founder & Software Developer, Yeti Information Services	2012-2014
Software Developer, Yogurt Computer Technologies	2010-2012
Software Development Intern, Yogurt Computer Technologies	2009

Academic Work

Altun, Sercan. "Hybrid Narrative Generation with Deferred Planning" *In Proceedings of EURASIA GRAPHICS International Conference on Computer Graphics, Animation and Gaming Technologies*. 2017.

Altun, Sercan. "Deferred Planning: Generating Interactive Stories with Emergent Story Plans" MA Thesis. Bahçeşehir University, 2017.

Bostan, Barbaros, and Sercan Altun. "Goal-Directed Player Behavior in Computer Games." *Gamer Psychology and Behavior*. Springer, Cham, 2016. 57-71.

Other Activities & Experiences

Community Manager, Game Developers @ Turkey (Facebook Community)	2011-Present
Board Member, Oyunder: Game Designers, Developers, Producers & Publishers Association	2016 - 2018
Speaker & Game Jam Host, Hack'n'Break	2017
Member, BUG Narrative Intelligence Group	2017
Event Host, Physical Game Prototyping Workshop Series	2014-2016
Trainer, Unity for Non Programmers Workshop Series	2015