europass Curriculum vitae

PERSONAL INFORMATION

İnan Evin

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PERSONAL STATEMENT

Software engineer with a passion for game development. Focused on game development and game technologies since 2008. Worked as an independent developer and in lead game developer positions for commercial projects.

Well-versed in technology and writing code to develop game and software systems. Skilled in design process of software architectures with an exclusive interest in the studies and applications of game engines.

Interested in game design, arts production, computing theory and machine learning algorithms, as well as VR and AR development.

WORK EXPERIENCE

14 Oct 2019–Present — Research Assistant

Aalto University, Espoo (Finland)

- Researching alternative VR locomotion systems.
- Developing novel solutions to existing problems in virtual reality environment regarding player locomotion and orientation.

20 Jun 2018–5 May 2019 — Lead Mobile Software Engineer

FYK Mobile, Izmir (Turkey)
https://fykmobile.com/

- Working as the lead mobile software developer, responsible for educational and arcade game projects for Android and iOS platforms.
- Working on "Egitlence" and it's minigames, an educational game for personal development of children.
- Working on hyper casual and arcade game projects.

1 Jun 2017–1 May 2018 — Lead Game Developer

Lugcap Teknoloji Hizmetleri Lmt., Izmir (Turkey)
https://itunes.apple.com/us/developer/lugcap/id1324152414

- Worked as a lead game developer in mobile hyper-casual projects for the iOS platform.
- Worked on gameplay mechanics, user experience, tools & plugins for mobile SDK integrations on ads and analytics services.
- Developed mobile hyper casual games; Sticky Dude, WitchRun, Balleap and SpaceBlockz.

1 Aug 2017–1 Feb 2018 — Outsource Game Developer

DAS Akademie, Izmir (Turkey)
http://www.inanevin.com/vokabel-rally

- Worked as the developer of a project called "Vokabel-Rally" for the German language education center for WebGL platform.
- Designed and developed database systems, socket connections, data management, in-game purchase systems, 3D car mechanics, procedural environment generation and DLC systems.

1 Mar 2017–1 Sep 2017

Lead Game Developer/VR Specialist

VR1 Studio, San Francisco (United States)
https://www.inanevin.com/artgalleryvr

- Worked as the lead developer on an art gallery simulation project.
- Developed gameplay systems, supported with virtual reality, for the users to experience free-roaming inside a virtual gallery.
- Connected gameplay systems with the targeted platform APIs, for instant screenshot & post sharing over Instagram, Facebook and e-mail providers.

Jan 2017–Jun 2017

Undergraduate Teaching Assistant

Izmir University of Economics, Computer Department, Izmir (Turkey)

- Worked in assistance programme for the Java courses given to Software/Computer Engineering students.
- Worked as a teaching assistant, taught Java and C# courses to students.

15 Nov 2015–1 Apr 2017

Simulation Developer

Izmir University of Economics Department of Psychology, Izmir (Turkey)
https://www.inanevin.com/prisonvr

- Worked as the lead simulation developer, using Oculus Rift, MYO Armband and heartbeat sensor technologies on VR platforms for the experiments conducted by the department.
- Developed all gameplay code, data recording and extraction as well as SDK integration tools.
- Designed simulation mechanics working together with the psychology students.

1 Jan 2015–1 Mar 2017

Game Development Instructor

Izmir University of Economics, Game Development Club, Izmir (Turkey)

- Organizing general game development and C# courses for the students across multiple universities.
- Teaching game development princibles and Unity development with C#.

1 Jan 2017–Present

Asset Store Publisher

Unity Asset Store

- Published a head control system built mainly for First Person Shooter Games to achieve camera shakes, sway systems and different kinds of bobbing algorithms.
- Published a mobile pong template.

1 Feb 2013–1 Jun 2013

Lead Gameplay Programmer / VR Specialist

Baraka Film & Animation Studio, Konya (Turkey)

- Implemented 3 different simulation systems for various projects; skydiving, parachute and driving.
- Worked on VR systems on the projects, provided VR support for them using Oculus.
- Tested & initialized the systems on provided inputs for custom build VR machines.

1 Jan 2008

Independent Game Developer

Personal Projects
https://www.inanevin.com/

- 7 weeks game project Jonathan, developed @ Aalto University.
- 4 weeks game project Cyberball, developed @ Aalto University.
- Been designing and implementing a 3D game engine with unique architecture for the final thesis: Lina Engine.

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- First person adventure game as an indie project; Unforeseen.
- Third person Paraglider simulation as the game development course project.
- Multiplayer first person shooter game as the networking course project: Texas Masquerade.
- Third person shooter system for a video production project as an outsourcer: Attack of Death.
- Worked in the gameplay mechanics for an iOS targeted sniper game: Apocalypse Sniper.
- First person action game: MethRo. (Global Game Jam 2018 - Unity Helsinki)
- 3D platformer: Barzo The Game. (Global Game Jam 2017 Ege)
- First person action game: AIn. (Global Game Jam 2016 Ege)
- 3D adventure game: Bak Napalim. (Global Game Jam 2015 Ege)
- Third person Shooter game: The Ivan. (TTnet Build-Up Hackathon 2015)
- First person RGP game: Phase Magician. (TTnet Build-Up Hackathon 2014)
- First person puzzle game: Psychic Baby. (Global Game Jam 2014 Ege)
- First person shooter game: Different But The Same (Global Game Jam 2013 ATOM)
- 3D platformer game: Dark Night (Global Game Jam 2012 ATOM)
- First person shooter game for educational purposes when I first started learning 3D game development: Last Resistance.
- Published a series called Outlawz, 2D point and click adventure games, when I started game development.

EDUCATION AND TRAINING

1 Sep 2019–Present

Game Design and Production, Master of Science

EQF level 7

Aalto University, Espoo (Finland)

1 Jan 2018–1 Jun 2018

Computer Science

EQF level 6

University of Vaasa (Vaasan yliopisto), Vaasa (Finland)

Exchange student under IT & computer department.

1 Sep 2014–Present

Software Engineering

EQF level 6

Izmir University of Economics, Izmir (Turkey)

Dissassertion: Designing and Developing a 3D Game Engine.

PERSONAL SKILLS

Mother tongue(s): Turkish

Foreign language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C1	C2	C2	B2
	IELTS Academic				
Russian	A2	B1	B1	B1	B1
	IEU Second Foreign Languages Departmant, Russian Language B1				

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages - Self-assessment grid

Job-related skills

Languages: C++, C#, Java, Lua, Phyton, Matlab

Frameworks: .NET, QT, STL, Boost, OpenGL

Engines: Unity 3D, Unreal Engine 4, CryEngine SDK, Adventure Game Studio

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IDE's: Visual Studio / Visual Code, Netbeans, Dev C++, IntelliJ, PyCharm, Eclipse
Version Control: GIT, TFS, Unity Collab
Testing: Mocha, JUnit
Other Tools: Crita, GIMP, Photoshop, Adobe Illustrator, Sony Vegas, Audacity

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