Ruşen Ali Yılmaz

Bilkent University
Computer Engineering Student
Standing GPA: 3.2

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Experience

Command Control Systems Engineering Intern,
Meteksan Savunma A.Ş.

Aug 2025 - Sep 2025

Related Skills: Java, ONVIF, PTZ & NVR Systems, Device-Computer Communication Protocols.

Full Stack Developer Intern,
DigyGlobal

July 2024

Related Skills: Flutter, GetX, Java, Springboot, MariaDB, SQL, Vue.js, Javascript, Dart

Java Lab Tutor,
Bilkent

Oct 2023 - Dec 2023

Related Skills: Java, Peer Communication

Python Lab Tutor,
Bilkent

Oct 2023 - Dec 2023

Related Skills: Python, NumPy, Pandas, Peer Communication, Tutoring

Freelance Level Designer, Gameplay Programmer,
Fiverr

Aug 2017 - Sep 2019

Related Skills: 3D Modeling, Blender, Unity, C#, SketchUp, Substance Designer, Substance Painter, Hard Surface Modeling, Texturing, Customer Communications

Projects

Boomer Shooter, Pixelated First Person Shooter, **Level Designer, Programmer, Animator.**
https://sermarsh.itch.io/boomer-shooter
Boomer Shooter was my secondary and solo entry for BOA Game Jam 4. I did the level design, programming, and a great majority of the animations. I developed the game using Unity 6000.

IntraParasitic, TopDown Rougelike, **Level Designer**
https://steinsut.itch.io/intraparasitic
Our group's entry for BOA Game Jam 4. I was responsible for the level design of this project. This project was developed using Godot 4.5. I used LDtk to design the levels.

Hospital Management System, **UI Designer, Frontend Developer**
Designed and developed the frontend for an internal hospital management system alongside my team. Used dart and flutter for the development.

Elemental, Action Platformer, **Level Designer, UI Developer**
https://steins-ut.itch.io/elemental
Our entry for BOA Game Jam 3. I was responsible for the level design, the user interface and, sound and animation control. This project was developed using Unity 6000.

TOYS - Internal Management System, **Backend Developer**
Built a scaleable micro service using Java, Springboot and Firebase for the Tanıtım Ofisi Yönetim Sistemi.

God's Plan, Puzzle Platformer, **Gameplay Programmer, Level Designer**
https://steins-ut.itch.io/gods-plan
This was my teams entry for BOA Game Jam 2024. I was responsible for level design and gameplay mechanics programming. This project was developed using Unity 6000 and Aseprite.

Unility - Mobile App, **Full Stack Developer**, **Software Architect, UI Designer**
https://unility.app
Solo developed a cross-platform mobile application, which uses Flutter & GetX for the frontend; Java & Firebase for the backend; Kubernetes & Bash for the DevOps; AdobeXD for UI/UX design. Although the product is approved for release by AppStore and PlayStore, due to time constraints, instead of releasing, I'm converting the project open source.

Camouflage Materials pack, **Materials Designer**
https://sermarsh.itch.io/camoflagematerialspackage
I created this materials pack in 2019 to assist my hobby projects. It was made using SubstanceDesigner 2019 when I was still learning it.

Textures of Randomness, **Texture Artist**
https://sermarsh.itch.io/textures-of-randomness
This project was created in late 2018 to assist in my hobby projects. I published it with CC0 licensing.

Awards
• Joint **1st Place**, KenneyNL Asset Forge 3D Modeling Competition
In March 2018, I have won the KenneyNL Asset Forge 3D Modeling Competition with my entry "Space Pub".

Technical Skills
Programming Languages: C, C++, C#, Java, Kotlin, Python3, Dart, Javascript, Typescript, PHP, SQL, MIPS Assembly, Rust

Frameworks, Libraries, & Protocols: Springboot, Flutter, Unity Engine, React Native, .Net, JasperReports, iText, ApachePDF, Onvif, GetX, flutter_map, …

Database Systems: Firebase, MySQL, MariaDB, MongoDB

DevOps & Cloud: Docker, Kubernetes, Git, SVN, Google Cloud (Storage, Logging), K3S, nginx

Software: LDtk, Unity Engine, Blender, SketchUp, Adobe XD, Substance Designer, tileserver_gl, MapBox

Recommendations
• "*I highly recommend him for his punctuality, knowledge, and helpful demeanor in the lab. Additionally, he demonstrated great respect towards both the TAs and the students.*" - Prof. Dr. Doğrusöz, Dec 18, 2023

Certifications
• **English**, TOEFL iBT, 103, 2022
• **German**, TestDaF - Deutsche als Fremdsprache, B1