

Muhammad Teymurlu

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EDUCATION

- **Saxion University of Applied Sciences** Enschede, Netherlands
Creative Media and Game Technologies, Erasmus Exchange August 2023 - February 2024
- **Bahcesehir University** Istanbul, Turkey
Bachelor of Digital Game Design October 2021 - June 2025 (Expected)
- **University of Twente** Enschede, Netherlands
Bachelor of Technical Computer Science September 2020 - July 2021
- **Dunya IB School** Baku, Azerbaijan
International Baccalaureate Diploma Programme September 2018 - July 2020
High Level Subjects: English B HL, Mathematics HL, Azerbaijani Literature HL

SKILLS SUMMARY

- **Languages:** Python, JAVA, C#, Unreal Blueprint, C++
- **Game Engines:** Unity 3D/2D, Unreal Engine 4/5, Processing Engine, GXP Engine
- **Art Tools:** Blender, Adobe Photoshop, Krita, GIMP, Davinci Resolve, Adobe Premiere
- **Technical Skills:** Game Programming, Object Oriented Programming, 3D Modelling, Game Prototyping, Game Design
- **Soft Skills:** Leadership, Event Management, Writing, Public Speaking, Time Management
- **Languages:** English (C2), Turkish (C2), Azerbaijani (Native), Russian (A2)

EXPERIENCE

- **Atlas Space**
3D Artist (Part-time) Oct 2022 - Jan 2023
 - **3D Environment Modelling:** Worked on a number of 3D scenes in Blender and Unity.
 - **Automatic WebGL Build Version Changer:** Wrote Unity C# code that checks the user's browser compatibility and then runs a specific Unity WebGL build accordingly.

PROJECTS

- **Physics Based Flight Simulation Game (Unity 3D, C#):** Created a physics based flight simulator video game that is aimed at training new aerial firefighters. This project involved the implementation of realistic flight mechanics, including accurate aerodynamics, gravitational forces, and responsive controls.
- **SaveOurSoul game (Unity 3D, C#, Blender):** A short story and skill based game that is aimed to prevent youth vape and tobacco consumption. The game has a maze-like level design, a collectible system that should be used strategically to achieve completion, different types of enemies, a progress curve and a final boss battle.
- **Jorik's Dash (Unity 3D, C#, Blender):** A narrative-driven video game featuring strategic puzzle-solving to unravel mysteries within the storyline. This project showcases my proficiency in crafting engaging and intellectually stimulating gaming experiences, highlighting my ability to balance storytelling and gameplay mechanics effectively as well as my low poly model creation skills. The mechanics were made in Unity C# while the assets were created in Blender.
- **Anger Joe Mama (Unreal Engine 5, Blueprint, Blender):** Collaborated with three other game developers during a game jam to create a unique game where players score points by breaking items in a house. The game features a boss battle triggered when the anger bar is full, introducing the mother character for added challenge and excitement. Anger Joe Mama's mechanics were made in Unreal Engine 5's Blueprint system while the 3D assets were made in Blender.
- **Warp Hunt (Processing Engine, Java):** Developed a story-rich puzzle point-and-click game using the Processing Engine and Java, showcasing my proficiency in Java game development and programming. This project highlights my ability to code interactive puzzle mechanics and systems from scratch within the Processing environment.
- **Online 2D Shooting Game (Unity 2D, C#, Photon):** Developed a 2D online shooting game demo using Unity and C#, demonstrating my proficiency in coding multiplayer functionalities with Photon.
- **Hokkaido (Unreal Engine 5, Blueprint, Blender):** Collaborated with 3 other game developers to create a 3D platformer game using Unreal Engine 5's Blueprints. The game showcases an enemy AI system, modified player movement and other interactive puzzle mechanics. I have also made a set of 3D Blender assets to be used in this game.
- **C++ Pokémon Game (C++, SFML):** Designed and implemented a Pokémon Fighting game in C++ using the SFML library, featuring a character selector, multiple attack/heal options that the player should strategically select, and score tracking saved in a TXT file. Demonstrates proficiency in game development, C++ programming, and data management.
- **UE5 Multiplayer Demo (Unreal Engine 5, Blueprint):** Developed a multiplayer demo in Unreal Engine 5 blueprint system featuring a character selection, class selection, weapon selection based on the class (melee or projectile) and displaying certain objects to a select class and hiding it from the other.
- **Digger Mole (Unity 3D, C#, Blender):** Created an endless mine digging system using Unity C#, showcasing my ability to code a preset random obstacle structure similar to the one used in the game "Subway Surfers".