

Uğur Yürümez

Technical Artist

Ankara, Türkiye
uguryurumez.uy@gmail.com
www.bilaxten.art
linkedin.com/in/uguryurumez

Technical artist. I work on real-time VFX, shaders and tools for Unity and the web.

Experience

2026

Level Designer Pogo Panic, Bruder Studio

Designed the climbing level of a co-op pogo climbing game, released on Steam in July 2026.

Oct 2024 – Mar 2026

Co-founder, VFX Waylayer, four-person indie team

Made the VFX for the team's boomer shooter (unreleased).

Aug 2024 – Aug 2026

President METU GATES, METU's game development and animation society

- Organized GATESJam 2025 and 2026 with the team: in person in Ankara, each with about 120 people in 20–30 teams.
- Co-organized Jamination 8 with ÜNOG and other university game dev societies, run at once in Istanbul, Ankara and Izmir.
- Ran smaller society jams such as Winter is JAMing.

Dec 2023 – Oct 2024

Vice President, Social Media METU GATES

Ran the society's social media; views grew four to five times, up to 75,000.

Projects

WebGL2, GLSL, JS

Cartula www.bilaxten.art/cartula

Procedural world generator in the browser. Each seed grows a continent in rule-based passes (elevation, climate, rivers, volcanoes) and draws it as live isometric voxels: flowing rivers, wind-bent volcano smoke, valley fog, weather and seasons. Automated tests hold the geographic rules; a built-in panel shows frame time and GPU cost.

JavaScript, Supabase

Puzzle level editor team tool

Single-file web editor for a team's Hex Steps puzzles. Its rule engine solves and analyses every level; levels that pass go to a shared pool, and the best are placed into a 10 × 6 final table.

Unity 6, URP, HLSL

Real-time VFX in production

Stylized effects and hand-written HLSL shaders, each profiled on low- and high-end budgets (draw calls, overdraw, GPU cost).

Skills and more

Tools

Unity 6, URP, HLSL, C#, WebGL2, GLSL, JavaScript

Languages

Turkish (native), English (professional working)

Education

Middle East Technical University (METU), Ankara