Anil Berdan Ceylan

I started my university life as an Electrical and Electronics Engineering student, and as a result of analyzing my skills and interests more accurately, I go on my way as a Computer Engineering student. My aim is to take firm steps in my career with the experiences I have gained and to take part in meaningful works.

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www.linkedin.com/in/anil-berdan-ceylan

github.com/ABCeylan

Portfolio

abceylan.github.io

Languages

○ Turkish (Native)
○ English (Advanced)
○ German (Elementary)

Hobbies / Interests

○ Sailing
○ Scuba Diving
○ Skiing
○ Cooking
○ Travelling
○ Video Games
○ AR-VR

Education

2017-2023(Expected) **METU - Computer Engineering**

Related Coursework: Data Structures, Algorithms, Database Management Systems & File Structures, Computer Organization.

2013-2017 **Rasim Sahinkaya Science High School**

Experience

Dec. 2021 – Current **Game Development Tutor**

HUB21 - REMOTE

I give lessons of Scratch, Construct3 and Unity to children aged 13 to 17.

Nov. 2021 – March 2022 **Monster Gaming Lab Project Member**

MONSTER - REMOTE

We created a full 2D comic type platformer game using Unity with my team.

Aug. 2021 – Oct. 2021 **Software Developer Intern**

BUYUTECH TECH COMPANY - ANKARA

My aim was writing drivers for different kinds of camera sensors for various purposes.

Club & Association Memberships

2021-Current **Google Developer Students Club - METU Game Dev. (Member)**

2019-Current **METU Sailing Team (Member)**

2018-Current **ACM Student Chapter - METU (Member)**

Skills

- **C / C# / C++**

- **Unity**

- **Java**

- **MySQL**

- **Python**

- **Assembly**

- **Verilog**