Bahrihan Torpil

Computer Engineering Student
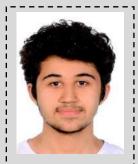
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Hello, I'm Bahrihan Torpil, a 3rd-year Computer Engineering student at Ege University. I have experience in software development and programming. I am proficient in C# and Java and have worked on game and application development using Unity. Additionally, I have knowledge in database management and design, as well as object-oriented programming (OOP) analysis and design. I am also actively learning and working in the fields of Data Science and Machine Learning.

EXPERIENCE (Total: ~4 Months)

Tem 2024 - Eki 2024   **Software Engineering** (4 ay)
AR ARGE TEKNOLOJİ SANAYİ VE TİCARET ANONİM ŞİRKETİ   **İstanbul, Türkiye**
- Unity C# Algorithms/Programming
- Unity VR/AR Development
- HTML/CSS/Javascript Website Management/Design

EDUCATION

08.2022-..   **Mühendislik Fakültesi - Bilgisayar Mühendisliği**   **3.07/4.00**
Ege Üniversitesi   **İzmir, Türkiye**

09.2016-06.2020   **Hacı Sabancı Anadolu Lisesi**   **85,85/100**
Mersin, Türkiye

SKILLS / COMPETENCIES

Language	Technical Skills	Tools & Technologies
English (B1-Intermediate) Turkish(Native)	Java-Intermediate C#-Intermediate Python-Intermediate Database Management/Design OOP-Intermediate Data Structures and Algorithms - Intermediate/Advanced Data Science – Basic	Unity MySQL .NET Framework Entity Framework OpenAI - ChatGPT MRTK (Mixed Reality Toolkit) NumPy&Pandas&Scipy

CERTIFICATES

2021   **JAVA - Introduction**
BTK Akademi   **İzmir, Türkiye**

2024   **UNITY - Introduction**
BTK Akademi   **İzmir, Türkiye**

PROJECTS

➔ E-Commerce Database Integration Using MySQL
➔ Social Media Basic Application with Design Patterns
➔ Unity VR/AR Applications with MRTK (Company's projects)