

E. Berke Karagöz

Passionate about programming, creativity and games.

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EXPERIENCE

Data Market, Istanbul — AR / VR Development Intern

JUN 2019 - SEP 2019 — 4 mos / [DataMarket.com.tr](#)

Developed a dynamic training application (as PoC) for GearVR, for our digital channel marketing and product management unit. Trainings can be created via the admin panel on desktop and be synchronized with the all devices.

EDUCATION

Bilkent University, Ankara — Bachelor of Science

2017 - 2021 (Expected) / [Bilkent.edu.tr](#)

Computer Technology and Information Systems — Recent CGPA: 3.23

Activities and Societies — Esports Society (Event Coordinator),
Information Security Society (Graphics Coordinator)

English High School for Boys (Nişantaşı Anadolu Lisesi), Istanbul — High School Diploma

2014 - 2017 (Transferred to)

Mathematics and Science

VOLUNTEER EXPERIENCE

ESL Gaming — Referee

NOV 2018 - PRESENT / [ESLGaming.com](#)

Global referee for Counter-Strike and Quake section.

Responsible for Challenger, Women's and Open Leagues, all global cups and ladders in Counter-Strike; global tournaments in Quake.

Ancha Space Technologies — Mechanical Designer

NOV 2017 - DEC 2018 — 1 yr 2 mos / [Ancha.Space](#)

Designed wheels which can stand in extreme conditions of Mars and space, the connection between the wheels and the motors. Prepared documents related to designs.

SKILLS

C, C#, Java, PHP, JavaScript, CSS,
HTML, R, SQL, GLUT (OpenGL Lib.)

Routing and Switching, Cisco CLI,
Linux, Information Systems

Android Studio, Unity, Oracle SQL
Developer, Adobe Photoshop,
Autodesk Inventor, Autodesk 3ds
Max, Microsoft Office, Vegas Pro

Event Management, Mobile
Application Development

CERTIFICATIONS

Core Interaction Programming (by
Unity)

Coursera — T6XU577AP8WM

The Fundamentals of Digital
Marketing

Google — KKW KH6 ZLA

PROJECTS

- OpenGL GLUT 2D Simulations and
Minigames

- Sponsorship Matching Platform
Software Design

- Data Market VR Training PoC

- Local Rent-a-Car System

- Web-based 8-Puzzle Game

INTERESTS

Competitive Gaming, Formula 1,
Designing, Goalkeeping,
Peripherals, Cinema