# E. Berke KARAGÖZ

Yenilevent / Beşiktaş / İstanbul
e.berkekaragoz@gmail.com
github.com/BerkeKaragoz

GSM: (+90) 537 938 88 88 ebkey@staff.eslgaming.com linkedin.com/in/BerkeKaragoz





## Education



#### **Bilkent University**

Bachelor of Science – Computer Technology and Information Systems <sup>2017 – 2021</sup> (Expected) Recent CGPA: 3.30



### English High School for Boys (Nişantaşı Anatolian High School)

Mathematics and Science <sup>2014 - 2017</sup> 112<sup>th</sup> year graduate.

# Volunteer Experience\_\_\_\_\_



#### **Esports Referee** (Events & Remote)

Electronic Sports League – Turtle Entertainment Nov 2018 – Present Referee for Counter-Strike (Open, Women and Major leagues) and Quake section.

### Mechanical Designer (Istanbul)

Ancha Space Technologies Nov 2017 - Dec 2018 (1 year 2 months)

Responsibilities: Designing the wheels and the connection between motors which can stand in extreme conditions of Mars and space. Preparing documents related to designs.

## Skills

### Programming

- Educational Level: C, Java, PHP, JavaScript, CSS, HTML, GLUT (OpenGL Library), Cisco CLI, SQL
- Hobby Level (Up to intermediate): C#, C++, Python, AHK

#### Tools

- Educational Level: Microsoft Office, SQL Developer
- Practical Experience: Adobe Photoshop, Autodesk Inventor
- Hobby Level (Up to intermediate): Vegas Pro, Unity Engine, Unreal Engine

## **Certifications**



#### Core Interaction Programming (by Unity)

License T6XU577AP8WM



The Fundamentals of Digital Marketing

License KKW KH6 ZLA

**References:** Serpil TIN – Assistant Chair of CTIS at Bilkent University – Email: <a href="mailto:stin@bilkent.edu.tr">stin@bilkent.edu.tr</a>

Dr. Duygu ALBAYRAK – Instructor at Bilkent University – Email: <a href="mailto:duygua@bilkent.edu.tr">duygua@bilkent.edu.tr</a> Suphi Güray SIRLI – Service Sales Director of <a href="mailto:Data Market">Data Market</a> – GSM: (+90) 533 282 66 61

Reşit ÇAKAS – President of SAB (Insurance Agencies Association) – GSM: (+90) 532 275 32 37

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