**Can Berk Sahin**

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**Skills Summary**

* Complete knowledge of **Microsoft Office** – Word, Excel, PowerPoint, Access, and **Adobe creative Suite** – Photoshop, Light-room, After Effects.
* Experienced in using **Java** and **python** for various university and college projects consisting of group and individual work.
* Experience in **Android mobile application development** whilst working in a team.
* Completely **self-taught video editor** specialising in editing programs such as **Sony Vegas, Final Cut Pro, Adobe After Effects.**
* Good understanding of **object-oriented programming** also understands **SCRUM and Agile** methodologies.
* Advanced knowledge of **Windows** operating systems and capable of using **Mac and UNIX** platforms if needed.
* Knowledge of using tools such as **SPSS and SQL** for the purpose of conducting **Quantitative analysis** during my data analysis project for university.
* A highly **organised** individual capable of working in a **team** and able to be completely **self-taught** by diverting **resources and time** into self-study.
* Experience in working with **Unity (C#)** to develop a self-made video game for university final year project over a 6-month period with no prior knowledge of C# or Unity..

**Project work**

We had been assigned 2 group projects, 1 being as a team create an application that simulates a remember colour game where each round a colour would get added on to its current sequence and so forth, the second was to create an object-oriented finch robot follow an object and to create a hub software that with users input activates one of 5 finch commands (Follow light, Dance, Zigzag, Follow object, triangles).

* Elected as team leader by tutor, gaining good leadership experience in a project environment whilst developing software’s using java programming language.
* In charge of creating Pseudocode for the remember colour game and some aspects of the design team.
* Constant communication with the implementation team allowed me to gain hands on experience with working in 2 different locations as a team.
* Designed and successfully implemented a testing plan to determine program failings.
* Designed and implemented a program that allows the finch robot to follow the object as explained in the brief.

**Individual Projects**

* **Urban Wards (2020)**

A 3D Hazard Perception video game with months of research and implementation to possibly allow older adults to have improved neurocognitive abilities in urban environments. The video game consisted of 3 levels ranging from common urban environments ranging from different areas of a City to simulate certain situations. This project was developed for my Final year project, No prior experience of C# or Unity before starting the project, this included a time period from December to April to research the topic area, learn C# and the Unity application with testing with older adults.

**Education**

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| **Sept. 2017 to June 2020 - Brunel University, Uxbridge, Middlesex**  **BSc Computer Science.**  **Year 1 (High 2:2)**   * Group Project (Object Oriented programming) * Data & information (SPSS & SQL) * Introductory programming (Java) * Information systems and organisations * Logic and computation   **Year 2 ( 2:2)**   * Year 2 group project * Software development and management * Usability engineering * Algorithms and their applications * Networks and operating systems   **Year 3 (Currently Undertaking, Estimated a 2:1)**   * Artificial Intelligence * Human-Computer Interaction * Final year project (Game Development) * Cyber Security   **Sept. 2014 to July 2017 - City and Islington College, London**  **BTEC - Information Technology**  Information Technology BTEC Level 3 Extended Diploma QCF D\*D\*D – (Equivalent to 3 A Levels)  Modules:  Communication & employability skills for IT; Computer Systems; Information Systems; Impact of the use of IT on Business Systems; Organisational Systems security; E-Commerce; Computer Networks; IT Technical Support; Procedural Programming (Python); Project planning with IT; Database design; Mathematics for IT Practitioners; Website production; Digital Graphics; Computer Animation; Business Resources; Web Animation for Interactive Media.  **Sept. 2008 to July 2013 - Marathon Science School, London**  **GCSE’s**  Mathematics (C); English Literature (C); English Language(C); Turkish (A\*); ICT DIDA Level 1 (Merit) ICT DIDA Level 2 (Pass); ICT BTEC Level 2 (Distinction); Additional Science (D); Business Studies (D); Mathematic Linear (C) |
| **Voluntary Work Experience**  **Anatolian Cultural Fete Festival – May 2010 – July 2010** |
| * Constant Public communication, had to explain our schools’ vision, aims and overall tried to essentially sell our school brand to the public. * Planned and organised various fund-raising activities such as selling student made t-shirts to the public, funds being donated to various causes. * Demonstrated a professional and welcoming attitude when working in the school booth greeting guests and dealing with any of their queries. |

**Interests & Hobbies**

Highly active when it comes to playing a variety of sports, I have competitively competed in football, Wrestling, and badminton, winning 2 bronze medals in football and 2 silver medals in wrestling. Hobbies also include Gaming and content creation for platforms such as Twitch or YouTube.

**References**

References are available on request