Celil Eren Kalkan

📍 **Home** : Inkılap Mah. Hatip Cad., Umraniye, 34768, İstanbul, Türkiye

✉ **Email:** celilerenkalkan@hotmail.com 📞 **Phone:** (+90) 5382583899

in **LinkedIn:** https://www.linkedin.com/in/eren-kalkan-184bb0140/

GitHub: https://github.com/CelilErenKalkan

Portfolio: https://celilerenkalkan.github.io/portfolio.io/

Gender: Male   **Date of birth:** 16/11/1998   **Nationality:** Turkish

EDUCATION AND TRAINING

[03/03/2019 – 06/07/2019]
Bachelor's Degree
Lodz University of Technology   https://p.lodz.pl/en
Address: Stefana Żeromskiego 116, 90-924, Lodz, Poland |

[30/09/2016 – Current]
Bachelor's Degree
Üsküdar University   https://uskudar.edu.tr/
Address: Altunizade, Haluk Türksoy St., No:14, 34662, İstanbul, Türkiye |

[12/09/2021 – 09/10/2021]
Internship
Türkiye Sigorta   www.turkiyesigorta.com.tr/
Address: Levent Dis. Çayır Çimen St., . No:7 , 34330, İstanbul, Türkiye |

[24/11/2019 – 09/02/2020]
Internship
Virtual Projects   virtualprojects.co
Address: Maslak Dis. Eski Büyükdere St., Giz2000 Plaza, 34398, İstanbul, Türkiye |

WORK EXPERIENCE

[12/02/2020 – 01/10/2020]
Game Developer & Game Designer
KT Virtual Projects

City: İstanbul | **Country:** Türkiye

I was responsible from creating ideas, designing levels and development for mobile games. I also took in charge as project manager in some of these projects.

[12/09/2021 – 09/10/2021]
Intern
Türkiye Sigorta

City: İstanbul | **Country:** Türkiye

I had my internship in Information Technology - Purchasing Management. I undertook market research and purchasing tasks in order to meet the technical support needed in the company and to meet the missing needs at the same time.

[01/03/2022 – 22/05/2023]
Game Developer
Blended Games

City: Istanbul | **Country:** Türkiye

I was responsible from developing mobile games with Unity Game Engine using mostly C# Language. I developed Hyper Casual and Mid Core Games.

LANGUAGE SKILLS

Mother tongue(s): Türkçe

Other language(s):

English

LISTENING C2 **READING** C1 **WRITING** C1

SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** C1

Japanese

LISTENING A2 **READING** A2 **WRITING** A1

SPOKEN PRODUCTION A2 **SPOKEN INTERACTION** A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

My Digital Skills

Computer Science

Machine Learning | Artificial Intelligence | C / C++, Python, Java, HTML, SQL | R | C# | Xamarin | Python | Mobile Application Programming

Game Development

Game Development | Unity 3D | Game Design

General

Zoom | Social Media (Facebook, Twitter, Instagram, LinkedIn) | Google Drive | Microsoft Office (Word Excel Powerpoint) | Windows 10

ORGANISATIONAL SKILLS

Social Activities

-I participated in a Line Following Car project under a robotics project. I was responsible for the design of the car and also contributed to the software development team, demonstrating a multifaceted approach.

-For 2 years, I volunteered as a subtitle translator in a translation team. After that, I formed my own team and worked in this team for 4 years. Although I mostly translated from English to Turkish, I also occasionally utilized my knowledge of Japanese for anime translations.

-In 2017, I worked as a writer and illustrator in a Manga project, a type of comic book, with a team of about 15 people at the Kadikoy Cartoon Workshop. I participated in two different projects named "Neko" and "Ruyatil". After being exhibited in the workshop for a while, my projects were archived.

-Between 2009 and 2012, I played as a point guard on my school's basketball team.