

Cenker Akan

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Objective

Diligent Computer Science student looking for a long term summer internship as a Software Engineer between July 5 and September 15. Willing to contribute projects actively. Experienced with languages such as Java, C#, SQL and C++.

Education

SEPTEMBER 2021 – NOW

COMPUTER SCIENCE MAJOR, BILKENT UNIVERSITY

3rd grade honor student with a 3.40 CGPA

SEPTEMBER 2017 – JUNE 2021

ANKARA UNIVERSITY DEVELOPMENT FOUNDATION PRIMARY SCHOOL

YKS exam SAY 6767th

SEPTEMBER 2011 – JUNE 2021

YASEMIN KARAKAYA SCIENCE AND ART CENTER

Technical Skills

- | | | |
|-------------------|----------|-------------------------|
| • Java | • C++ | • SystemVerilog/Verilog |
| • C# | • Unity | • MySQL |
| • Unreal Engine 5 | • GitHub | • Javascript |

Experience

- Developed a desktop app in Java called Register++ that automates the section change process in educational institutions by a group of five.
- Contributed to the Game Circle Global Game Jam and developed a two dimensional endless runner game using Unity by a group of six.
- After Graduation, mentored computer science projects at Yasemin Karakaya that were going to apply Teknofest and Tübitak 4006.
- Coded a simple programmable processor that can perform addition, subtraction, and sorting using SystemVerilog.
- Developed a top-down indie game in Javascript/HTML about protecting the environment.
- Created a multifunctional Discord entertainment bot that uses Discord API.
- Developed a top-down shooter game in Java using Apache Netbeans and MySQL.
- Contributed to and administrated 4 Tübitak 4006 projects in Yasemin Karakaya Science and Art Center between 2017 and 2021.
- Developed a wind tunnel simulation using Unreal Engine 5 in Infinia Software Development Hackathon by a team of two and made it to the final round.