

MEHMETHAN ÇETİN

COMPUTER ENGINEER

CONTACT

- +90 543 426 27 40
- cetinmehmethan0@gmail.com
- GitHub: @CetinMehmethan
- LinkedIn: Mehmethan Çetin
- Antalya, Turkey

SKILLS

- C#
- Unity3D (3D & 2D Game Development)
- MySQL
- Kali Linux (SN1PER, SQLMap, DNSMap)

EDUCATION

- Kutahya Dumlupinar University
- Computer Engineering, BSc
- Class of 2023

LANGUAGES

- English
- Intermediate

- Turkish
- Native

PROFILE

As a computer engineering student, I've honed a diverse skill set through practical projects and hands-on experience. Using C#, I created automated inventory management and appointment scheduling systems, and with Unity3D, I developed captivating 3D horror and 2D top-down battle games. In addition to my technical proficiency, I also have valuable expertise in database management, particularly with MySQL. Eager to learn and stay updated on emerging technologies, I'm well-prepared to contribute my knowledge as a collaborative team member to the dynamic field of computer engineering and make a positive impact.

PROJECTS

Automated Inventory Management Sep - Dec 2022

- Thesis project for Computer Engineering, BSc
- Programmed the Front-end using C# Form and the Back-end using C#. I utilized MySQL for database operations.
- Desktop application for viewing and managing inventory, managing and saving customer details, and displaying sales & accounting information.

Appointment Scheduling System Jan - May 2022

- Programmed the Front-end using C# Form and the Back-end using C#. I utilized MySQL for database operations.
- Desktop application for a healthcare appointment scheduling system, which includes a dashboard where staff can provide necessary services for customers based on their authorization. Additionally, customers can create appointments and view their scheduled appointments.

Where is the Asia? Jan - May 2023

- 3D, third-person horror game for desktop
- As a solo game developer, I single-handedly completed the project by writing all the code and utilizing Unity3D. I seamlessly integrated custom-made character animations and 3D models made with Blender into the game.

Slave Release Sep - Dec 2022

- 2D, top-down battle game for desktop
- As a solo game developer, I single-handedly completed the project by writing all the code and utilizing Unity3D, including gun mechanics, heal potions, bosses, and multiple maps & levels.

Greenhouse tracking & management Jan - May 2021

- An agricultural tracking and management project was collaboratively developed as a team.
- Utilizing an Arduino-based system with Python, using field sensors, we measured the current humidity and temperature of the greenhouse. The project involved the implementation of functions to activate a fan, provide light alerts, and trigger a red alarm when specific humidity and temperature thresholds were reached.