Eren Atasun

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https://github.com/erenatasun|**https://erenatasun.github.io**

Education

Manisa Celal Bayar University, Manisa - Bachelor's Degree in Computer Engineering
SEPTEMBER 2023 - CURRENT
Alanya Alaaddin Keykubat University- Bachelor's Degree in Computer Engineering
SEPTEMBER 2021 - 2023

Experience

Enm Digital, Manisa | *Computer Engineering Intern*

May 2024 - Sep 2024
- Worked on the "Proje Sihirbazı" application, focusing on the fundamentals of creating and utilizing artificial intelligence.
- Gained experience in team projects involving website and mobile application development.

Oyun ve Uygulama Akademisi | *Trainee*

Jan 2024 - Sep 2024

- Choosing Unity as my focus significantly enhanced my expertise in Unity.
- Learned detailed insights on how to establish and manage a startup as a game developer.
- Joined a vast network of game developers and entrepreneurs.

Velo Games Studios | *Intern*

Jan 2024 - July 2024
- Worked on various game projects for Velo Games under the leadership of Tolga Karanlıkoğlu.
- Developed a book library system in C# as part of the software projects.
- Created a Subway Surfers-like game and worked on projects similar to Candy Crush.

Codeo, İzmir | *Computer Engineering Intern*

August 2023 - September 2023

- Using the Unity engine's grid, lock system
- Learning and using SOLID principles on project

Community & leadership

Oyun Tasarımı ve Geliştiricileri Topluluğu | Lead

Sep 2024 - Present
- I am currently leading a community that brings together game developers to establish a significant hub in the Manisa and Izmir regions while organizing various events.

100sClub | Campus Leader

Jul 2024 - Present
- Attended various training sessions. Expanded professional network through community activities.

Talentia Union | Community Manager

May 2024 - Present

- Supported Talentia Union in organizing its community structure.Assisted in planning and coordinating events.

Dijital Oyun Geliştirme Ekibi CBU | Founder Lead

Nov 2023 - Sep 2024

- Founded and led a community focused on game development events.

Game Factory | Campus Ambassador

Aug 2023 - Sep 2024

- Built a university-based community representing the Game Factory company.
- Organized various events in collaboration with teammates.

Projects

Game Development With Unity

I have developed numerous games for various game jams and projects. You can find detailed examples of my work on my GitHub profile.

Erasmus+ Project: Digital Greening with Youth

I was the coordinator of this Erasmus+ KA152-YOU project, which aimed to raise environmental awareness among.

Development of a Solar Panel that Changes its Position Based on the Analysis of Meteorological Data and Examination of Energy Efficiency

This project was conducted as part of the TUBITAK 2209-A University Students Research Projects Support Program. It focused on designing and implementing a solar panel system capable of analyzing meteorological data to dynamically adjust its position for optimal sunlight exposure.

Teknofest Natural Language Processing Project: TanIA

As the team leader, I guided the development of TanIA, an AI-based healthcare decision support system. This system was designed to engage with patients by understanding their concerns, connecting them with the most suitable physicians, and providing a preliminary diagnosis.

About Me

Languages: Fluent in English, Native Turkish
Interests: Game Design, Basketball, History, Cinema
Technical Skills: C#/Unity, Python, Flutter, Java