



## Taha Sökmen

**Nationality:** Turkish **Date of birth:** 05/01/1999

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**Home:** Kocatepe, 34035 İstanbul (Türkiye)

### WORK EXPERIENCE

#### Frontend Developer (Intern)

**Teknasyon** [ 01/08/2022 – 01/10/2022 ]

City: İstanbul

Country: Türkiye

Website: <https://teknasyon.com>

Email address: [ik@teknasyon.com](mailto:ik@teknasyon.com)

**Business or sector:** Professional, scientific and technical activities

- Proficient in HTML, CSS, JavaScript, and related frameworks (such as React)
- Strong understanding of responsive web design principles
- Experience with version control systems (e.g., Git)
- Knowledge of cross-browser compatibility and performance optimization techniques
- Basic understanding of backend technologies and RESTful APIs
- Excellent problem-solving and analytical skills
- Strong attention to detail

### EDUCATION AND TRAINING

#### Bachelor of Science (BSc) in Computer Engineering

**İstanbul Bilgi University** [ 01/09/2019 – 10/06/2023 ]

City: İstanbul

Country: Türkiye

Website: <https://www.bilgi.edu.tr>

**Final grade:** 3.59/4.00 – **Level in EQF:** EQF level 6

**NQF Level:** 6 – **Type of credits:** ECTS – **Number of credits:** 240

- Computer Architecture: Understanding the design and organization of computer systems, including processors, memory hierarchies, I/O systems, and interconnects.
- Digital Logic Design: Knowledge of logic gates, Boolean algebra, combinatorial and sequential circuits.
- Operating Systems: Understanding the principles and functionalities of operating systems, including process management, memory management, file systems, and device drivers.
- Computer Networks: Knowledge of network protocols, data communication, network architectures, routing algorithms, network security, and the ability to design and troubleshoot computer networks.
- Software Engineering: Understanding software development methodologies, software lifecycle, requirements analysis, software design, coding practices, testing, and software project management.
- Data Structures and Algorithms: Proficiency in data structures such as arrays, linked lists, trees, graphs, and algorithms for sorting, searching, and optimization.
- Software Development and Programming: Proficiency in programming languages like C, Java, and Python, and the ability to develop software applications and algorithms.
- Problem-solving and Analytical Skills: Strong analytical thinking, problem-solving, and troubleshooting abilities to identify and resolve complex technical issues.



## Bachelor of Science in Digital Game Design

**Istanbul Bilgi University** [ 01/09/2018 – 10/06/2022 ]

**Address:** Emniyettepe, Kazım Karabekir Cd. No:2/20 Eyüpsultan İstanbul, Türkiye, 34060 İstanbul (Türkiye)

**Website:** <https://www.bilgi.edu.tr>

**Field(s) of study:** Arts and humanities

**Final grade:** 3.73/4.00 – **Level in EQF:** EQF level 6

**Type of credits:** ECTS – **Number of credits:** 240

- **Game Design Principles:** Understanding the fundamental principles of game design, including mechanics, dynamics, and aesthetics, and how they contribute to creating engaging and enjoyable gaming experiences.
- **Game Development:** Proficiency in game development tools and technologies, such as Unity or Unreal Engine, to design and build interactive games across different platforms (PC, console, mobile).
- **Game Prototyping:** Ability to create prototypes and proof-of-concept designs to test and iterate game ideas, using tools like Adobe Photoshop, Illustrator, or specialized prototyping software.
- **Gameplay Scripting:** Proficiency in scripting languages, such as C# or JavaScript, to implement game mechanics, AI behaviors, user interfaces, and interactive elements within a game engine.
- **Game User Experience (UX) and User Interface (UI) Design:** Applying UX and UI principles to create intuitive and visually appealing interfaces, menus, HUDs, and interactive elements that enhance player engagement and accessibility.
- **Game Testing and Quality Assurance:** Knowledge of testing methodologies and techniques to identify and fix bugs, improve game performance, and ensure a smooth and enjoyable player experience.

### LANGUAGE SKILLS

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Mother tongue(s): **Turkish**

**Other language(s):**

**English**

**LISTENING** B1 **READING** B2 **WRITING** B1

**SPOKEN PRODUCTION** B1 **SPOKEN INTERACTION** B1

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

### DIGITAL SKILLS

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#### Frontend Development

Web Development / HTML / CSS / Visual Studio Code / React.js / JavaScript / Next.js / Web API / API Integrations

#### Version Control Systems

Github / Git

#### Game Development

Unity Game Engine / C# / Visual Studio / Object-Oriented Programming / Python