Kaan Dalkıran

Kırklareli, Turkey

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Experience

Creative Urge   *Sep 2022 – Nov 2022*
Game Developer

• Developed a video editing app called Anim8 using Unity with proffesionals of the work, did bughunting, implemented features, used Trello to mimick a task-based workflow.

Education

Trakya Üniversitesi   *2020 - 2024*
Bachelor of Science in Computer Engineering | GPA 3.0
Topics include Data Structures and Algorithms, Calculus, Classical Physics, Numerical Analysis and Statistics, Digital Circuit Design, Operating Systems, Databases, Computer Networks, and Object-Oriented Programming, Mobile App Programming and Crpytography.

Google Oyun ve Uygulama Akademisi   *Dec 2023 – Aug 2024*
Game Development with Unity
Being trained by a certified Unity Instructor Tolgay Hickiran, learning game development using Unity and machine learning technology MLAgents. Topics Include features of C#, fundamentals of Unity and more advanced topics such as Profiling, Optimization, Netcode for Gameobjects and Cinemachine.

Skills & Interests

Characteristics: Problem-solver, Growth Mindset, Passionate

Engines & Software: Unity, Git, .NET, Blender

Programming Languages: C# , C++, Javascript

Spoken Languages: English (C1), Turkish (Native)

Interests: Chess, Sketching, Games, Academics

Projects are included in provided GitHub link above.