

MUSTAFA ENES ÇAKAR

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EXPERIENCE

Mosu Games

Co-Founder and Game Developer

October 2022 – Present

Istanbul, TR

- Designed games from scratch.
- Developed games for HTML5 using Phaser3 and Godot
- Developed a real-time multiplayer game with Godot using Hathora
- Collaborated with external companies to port their games to HTML5

Playable Factory

Game Developer

February 2022 – September 2022

Istanbul, TR

- Developed playable ads for games with Phaser 3, PIXIJS, HTML5 and JavaScript.
- Worked with weekly deadlines.

Yapı Kredi Teknoloji

Part Time Natural Language Processing Engineer

September 2020 – January 2022

Istanbul, TR

- Wrote projects about web scraping and web crawling.
- Worked on labeling and clustering data.
- Built new NLP models and Improved existing NLP models.
- Researched and analyzed different NLP models.

Türkiye İş Bankası

MasterClass Information Technology Intern

June 2019 – July 2019

Istanbul, TR

- Made a raspberry pi-based robot that has image recognition, line tracking capabilities written by Python.
- Worked with strict agile methodology as a team with dailies and weekly sprints.

Istanbul Technical University

Teacher Assistant

March 2018 – May 2018

Istanbul, TR

- Teacher's assistant for C Class.
- Oversaw students' homework and laboratory application.

EDUCATION

Istanbul Technical University

Bachelor's Degree Mathematical Engineering

September 2016 – June 2021

Istanbul, TR

- GPA: 3.21

SKILLS

- Game Engines: Godot, Phaser3, PIXIJS, Unity
- Programming Languages: JavaScript, GDScript, Python, C#, C, SQL

- Analytical Skills: Mathematics, Algorithm Design, Data Analysis, Machine Learning, NLP
- Languages: English, Turkish
- Soft Skills: Problem-solving, Collaboration, Research, Attention to detail

PROJECTS

Superkill.io Godot, Hathora

<https://superkill.io>

Real Time Third Person Multiplayer Shooter with dynamic controls

Space Survivor JavaScript, Phaser, Spine

<https://www.crazygames.com/game/space-survivor>

2D endless rogue-like survivor game