MEHMET OZAN KILIÇ

Software Engineer

Currently studying <u>Software Engineering</u> and <u>Mathematics</u> at Atılım University (expected to graduate in 2024), looking for software development opportunities to further develop my skills in software development, gain more experience and participate in more projects. Willing to <u>work on-site in Ankara</u> or <u>remotely</u> if I can prove my worth.

WORK EXPERIENCE

2024 - ...   **<u>Game Development</u>-Project Lead**
Atılım University

Leading a group of 5 in developing a video game in Unity. I am working on developing the general game controller as well as being a helping hand for my developers if they ever need one.

2023 -2023   **<u>Game Development</u>-Project Lead**
MoraLabs - (Internship)

Helped design and develop a mobile idle game called Paws Of Legends, using Unity and C#. I worked on the backend part of the game and solved the mathematical problems we faced while balancing the game.

2022 -2022   **Intern**
Teknoritma

Worked on databases and Android applications.

2021 - 2022   **Junior Developer**
Atılım University

Designed the Laser Communication Systems' video processing software. Gained more experience in OpenCV and Python.

2021 -2021   **Developer**
Mimoza Clinic

Designed and developed a patient registration system for the Mimoza Clinic.

ACADEMIC HISTORY

2020 - 2024   **Atılım University**
Software Engineering - 3.5

2021 - 2025   **Atılım University**
Mathematics - 3.68

CONTACT INFORMATION

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PERSONAL SKILLS

- Quick Learner
- Problem Solving
- Analytic Thinker
- Team Player
- Planning

PROGRAMING SKILLS

- Unity
- C#
- Unreal Engine
- C++
- Python
- Java
- Android Studio

HOBBIES

- Sports
- Magic Shows
- Chess
- Cooking

LANGUAGES

- High Level English
- Begginer Level Russian