

MUSTAFA CANDAN

Computer Engineer

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Yenimahalle/ANKARA

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EDUCATION:

Undergraduate Major (2016- March 2022)

Bachelor of Science, Computer Engineering (%100 English)
Hacettepe University

High School (2016)

Özel Çağlayan Fen Lisesi

EXPERIENCE:

Full Stack Unity Developer in KidTab Software Company (2020-2022)

Worked as a Full Stack Unity Developer and Publisher in KidTab.

Projects:

1. **KidTab Disleksi Okuma Oyunu** (Turkish and English) is a special education game for reading success of children of dyslexia. I developed and published game to the [Apple App Store](#) and [Google Play Store](#).
Unity, Firebase (Authentication, Database and Storage)
2. **KidTab Galaxy Özel Eğitim** (Turkish) / **Galaxy Special Education App** (English)
I consulted the development phase and published game to the [Apple App Store](#) and [Google Play Store](#).
3. **KidTab Okul Öncesi Eğitim** (Turkish) is an app with fun and educational minigames for math and reading preparation skills. I developed and published to the [Google Play Store](#).
Unity, Firebase (Authentication, Database)

Summer Practice in Hacettepe University Computer Graphics Lab (2020)

I practiced as a character creator, animator and Unity developer for a VR project for kinesiphobia patients.

Unity, Adobe Fuse, Blender

Drawing Instructor and Encoder for Hacettepe Universitas Anime ve Manga Topluluğu (2016-2020)

I encoded Manga and worked as a weekly digital drawing instructor for my university's anime and manga club. Some of my Illustrations can be found in the [Instagram](#) page.

Summer Practice in METU ATOM Game and Animation Technologies (2019)

Improved my Unity knowledge, developed a game and added features to an already published game.

**SCHOOL
PROJECTS:**

Graduation Project:

3D object retrieval using point clouds (PCs) and PC datasets

3D object classification project with Unity AR and Point Clouds that provides a set of similar options of furniture of the scanned object to see within the real world and modify these furniture's. [Project report can be found here.](#)

Unity, Blender (Python, TensorFlow, Django for AI classification parts)

D-Day of Atkinsons

First person, escape room type of game for Game Technologies Laboratory Lecture. Developed the game with 2 of my friends.

Unity, Blender, FL Studio Mobile, Adobe Photoshop, Adobe Fuse

Game Upgrade for Game Technologies Lecture

- **Jump Game**

Changed from 2D to 3D, changed theme of the game, modelled new character and added character customization, added cutscene video

Unity, Blender, FL Studio Mobile

- **3D Breakout Game**

Changed from one level gameplay mode to 3 different game modes, changed gameplay physics, added power ups

Unity, Blender, Sony Vegas

Maze Generation and Path Searching Homework for Fundamentals of Artificial Intelligence Lecture

This was a homework project based on Maze generation and Search algorithms in Python, but I challenged myself and created this project in Unity.

Unity

404 Memory not Found (for Computer Graphics Lecture)

First person, escape room type of game that made in 5 days on WebGL without using any additional libraries.

WebGL, Blender

LANGUAGE:

English Upper Intermediate Level (Hacettepe University)

Turkish Sign Language Intermediate Level

Korean Beginner Level

Japanese Beginner Level

Arabic Beginner Level

SKILLS:

Programming Languages:

C#, JavaScript, C, Java, Java-Spring

Game Development:

Unity, WebGL, Firebase for Unity

Drawing and Modelling:

Adobe Photoshop, Adobe Illustrator, Adobe Animate, Blender, 3ds Max

Video and Music Editing:

Sony Vegas, Adobe Premiere, Audacity, Garage Band, FL Studio Mobile