MUSTAFA CANDAN

COMPUTER ENGINEERING STUDENT

SKILLS

Programming:
-Unity
-C#
-Google Firebase for Unity
-JavaScript

Drawing and 3d modelling:
-Adobe Photoshop
-Adobe Illustrator
-Blender
-3ds Max

Video Editing:
-Sony Vegas
-Adobe Premiere
-Adobe After Effects

EXPERIENCE

FULL TIME GAME DEVELOPER
Kidtab Yazılım Şirketi - 2021

-Working as a Full Stack Game Developer and Publisher. Upgrading already published games and creating new games for Kidtab Yazılım Şirketi.
-Currently using Unity, Firebase and XCode.

FREELANCE GAME DEVELOPER
Kidtab Yazılım Şirketi - 2020

-Created and Published a game called "Kidtab Disleksi Okuma Oyunu for iOS and Android. (Unity, Firebase, XCode)

SUMMER INTERN
Hacettepe University Computer Graphics Lab. - 2020

-Worked in a VR project for the graphics lab. (Unity, Blender)

SUMMER INTERN
ODTU Teknokent ATOM - 2019

- Created two game prototypes and one of them is published after internship.

DRAWING INSTRUCTOR
Hacettepe Universitesi Anime ve Manga Topluluğu - 2018 - 2020

-2 Years of Digital Drawing Instructor under the Drawing Subunit.

ENCODER
Hacettepe Universitesi Anime ve Manga Topluluğu - 2016 - 2018

-2 Years of Encoding "Manga" for the club.

CONTACT

Phone:
553 208 8361
E-mail:
mstfsyyd98@gmail.com
LinkedIn:
/in/meowlock-holmes
Portfolio:
meowlockholmes.github.io

EDUCATION

HACETTEPE UNIVERSITY
Computer Engineering - 2016 - present

YENIMAHALLE ÇAĞLAYAN
Fen Lisesi - 2016

LANGUAGE

TURKISH	**Native**
ENGLISH	**Upper-Int**
JAPANESE	**Intermediate**
ARABIC	**Beginner**

PROJECTS

PUBLISHED GAME PROJECTS:

Kidtab Disleksi Okuma Oyunu - 2020

- Created and published (iOS and Android) a game for those with dyslexia.
-kidtab.net

SCHOOL LECTURE PROJECTS:

-Senior Project
3D object retrieval using point clouds (PCs) and PC datasets (Unity)

-BBM412 Project – 404 Memory not found (Room Escape Game) (WebGL)

-BBM384 Project - Booking For This? (Online Bookstore App) (Backend – Javascript + Spring Boot)