

MUSTAFA CANDAN

Computer Engineer

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Birth date / place : 06.09.1998 Ankara

Military Service : Served. Marital status : Married

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Yenimahalle/Ankara



EDUCATION:

Undergraduate Major (2016- March 2022) CGPA : 2,92
Bachelor of Science, Computer Engineering (%100 English)
Hacettepe University

High School (2016)
Özel Çağlayan Fen Lisesi

EXPERIENCE:

Software Developer at Sim-Tek Simulation Technologies (July 2023-Now)
Currently developing VR/Standalone Simulations with Unreal Engine and Unity.
In the meantime working as a Tool Programmer for the company (C++).

Unity ,Unreal Engine and C++

Game Developer / Lighting artist at Netco Animation Studio (Oct 2022- July 2023)

Developed an Unreal Engine plugin that creates real time weather and sun/moon visualization for game developers.

Developing a Hyper casual game for mobile platforms in Unity.

Unity and Unreal Engine

I worked as a render and lighting artist in the movie called “Elif ve Arkadaşları Kapadokya” which made the top two in the [Box Office Turkey](#) charts.

Blender and Maya

Military Service - Burdur (August-September 2022)

Game Developer at Netco Animation Studio (June-August 2022)

Worked as game developer on a game that is in development.

Unreal Engine

Unity Game Developer in Kidtab Software Company (Sept 2020 - June 2022)

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

Kidtab Disleksi Okuma Oyunu

is a special education game for the reading success of children of dyslexia.

Unity, Firebase (Authentication, Database and Storage)

Kidtab Okul Öncesi Eğitim

is an app with fun and educational minigames for math and reading preparation skills

Unity, Firebase (Authentication, Database)

**Summer Practice in Hacettepe University Computer Graphics Lab
(August-September 2020)**

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

Unity, Adobe Fuse, Blender

Drawing Instructor and Encoder for Hacettepe Universitas Anime ve Manga Topluluğu (Sept 2018 - Sept 2020)

I encoded Manga and worked as a weekly digital drawing instructor for my university's anime and manga club.

**Summer Practice in METU ATOM Game and Animation Technologies
(July-August 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 - *Unity, Blender (Python, TensorFlow, Django for AI classification)*

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.

D-Day of Atkinsons - *Unity, Blender, FL Studio Mobile, Photoshop, Fuse*

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

Game Upgrade for Game Technologies Lecture

- **Jump Game** - *Unity, Blender, FL Studio Mobile*

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

- **3D Breakout Game** - *Unity, Blender, Sony Vegas*

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

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

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

404 Memory not Found (Computer Graphics Lecture) - *WebGL, Blender*

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

Design Patterns Lecture Project - *Java*

This was a group project, and our subject was "Template Design Pattern". We presented this pattern with the restaurant order project we made for it.

Booking For This? - *Java, Spring Boot, Firebase, Dart, Flutter*

A mobile bookstore application where admin can add, edit or delete publishers, authors and books while customers can buy or keep track of the prices of books they want. (Project for Software Engineering Lab. Lecture)

LANGUAGE:

English - Upper Intermediate Level (Hacettepe University)

Turkish - Native

SKILLS:**Programming Languages:**

C#, C++, JavaScript, C, Java, Java-Spring, Html, Python

Game Development:

Unity, Unreal Engine , WebGL, Firebase for Unity (Auth, Database, Storage)

Other Tools and Softwares:

Git, Open Project, JIRA (Beginner)

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