

MUSTAFA CANDAN

Computer Engineer

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Military Service is served

EDUCATION:

Undergraduate Major (2016- March 2022)

Bachelor of Science, Computer Engineering (%100 English)

Hacettepe University

High School (2016)

Özel Çağlayan Fen Lisesi

EXPERIENCE:

Software Developer at Sim-tek Simulation Technologies (2023-Now)

Currently developing VR Simulations with Unreal Engine and Unity. In the meantime working on improving the [studio](#) (C++).

Unity, Unreal Engine and C++

Game Developer at Netco Animation Studio (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

Render and Lighting artist at Netco Animation Studio (2022-2023)

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

Intern at Netco Animation Studio (2022)

I started learning Unreal Engine 5 and made additions to tutorial projects. one Endless Runner project, one platformer game with addition of Wall Climb System and finally I did an R&D on Combat System with ALS.

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 kinesiophobia 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 - *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. [Project report can be found here](#).

[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, modelled 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 made in 5 days on WebGL without using any additional libraries.

[Design Patterns Lecture Project](#) - *Java*

This was a group project, and our subjects 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, Python, Html

Game Development:
 Unity, Unreal Engine 5, WebGL, Firebase for Unity (Auth, Database, Storage)

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