

# Furkan Kocak

Junior Data Scientist  
Junior Game Developer

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Upwork: <https://bit.ly/3Syf6LV>  
Tableau: <https://tablesoft.co/36sGvMX>  
Playstore: <https://bit.ly/3sZ8M66>

## Objective

Dedicated, detail-oriented and proactive learner of data science, always excited to analyze a pile of information and build predictive models creating actionable insights that can be used to influence a business' next decision to drive revenue.

Further, as a game developer, I have been working both on my personal projects and in different companies, creating highly catchy games with good engineering applications and writing scalable and structured code.

## Technical Skills

- **Programming & Query Languages:** Python, C/C++, C#, SQL, Java, Haskell
- **Software Tools:** Unity3D, Tableau, BigQuery, SSMS, Google Sheets, Excel, Adobe Premiere Pro, Adobe Illustrator/Photoshop
- **Library:** Scikit-learn, Pandas, BeautifulSoup, Numpy, Matplotlib, Seaborn
- **Additional:**
  - Single/Multiple Linear regression, KNN, Logistic regression, SVM, k-Means clustering
  - Statistics (Simulations of random variables, descriptive statistics, statistical inference, regression, Monte Carlo methods)
  - Git, OOP concepts and design patterns, clean and scalable code.

## Projects



**Impact Block for United Nations Development Programme:** Currently leading a team of 5 developers as a part of my undergraduate final project for United Nations Development Program. It is a broad range project utilizing blockchain and smart contracts, web development and data analysis. The end product will serve as a funding platform for skill development initiatives in underprivileged regions, promoting social impact and global equality in the areas such as women employment.

I am developing my skills on smart contract creation on blockchain for transactions, front-end and back-end development of our web application.

Expected completion date: May 2023

### Data Science

**Handwritten Digit Recognition with Multilayer Perceptrons:** Created a multilayer perceptron model and fine tuned the hyperparameters using grid search and gradient descent, considering the relative training, validation and test accuracies. Input data is famous MNIST handwritten digits 28x28 gray scale images. <https://github.com/Reitnos/MNIST-MLP-Classification>

**SpaceX Falcon9 Future Landing Success and Cost Prediction:** Scraped the historical SpaceX Falcon operations using their open source Restapi and also using beautifulsoup4. Filtered necessary columns, applied data wrangling and feature extraction for machine learning models. Used data visualization and maps to gain insights on correlated features. Finally applied classification and regression models to predict future landing success and estimated cost. <https://github.com/Reitnos/Falcon-Landing-Prediction>

**COVID-19 Historical Analysis:** Revealed correlation between vaccination rates, population, new cases and death toll for each country in the world by querying a vast dataset containing 180 thousand rows. Visualized the findings as a dashboard containing variety of graphs on Tableau for better comprehension. [https://github.com/Reitnos/Covid\\_Data\\_Analysis](https://github.com/Reitnos/Covid_Data_Analysis)

**Exploratory Data Analysis on White Wine:** Performed EDA on a dataset containing various aspects of different white wines, extracted the correlation between these aspects, detected the outliers, implemented linear regression and density graphs using Seaborn library in Python. <https://github.com/Reitnos/White-Wine-EDA->

**Irish Fashion Retailer Profit Analysis:** Used excel functions, created pivot tables, graphs and interactive map visualizations using Tableau in order to provide insights to the company. <https://github.com/Reitnos/Irish-Men-s-Fashion-Retailor-Analysis>

### Game Development

**Clever Goal!**: A 2D football/basketball game with slingshot aim mechanism. Implemented 50 level design with colorful graphics, animations and mechanics in Unity3D. <https://play.google.com/store/apps/details?id=com.Reitnos.CleverGoal>

**Magnetic Cube Rush:** A top-down collection based entertaining and relaxing game. Implemented and designed different and colorful levels in Unity3D. <https://play.google.com/store/apps/details?id=com.ReitnosGames.MagneticCubeRush>

## Education

### BSc. Computer Engineering

Middle East Technical University  
4<sup>th</sup> Grade

Honor Student: 3.44/4 CGPA

2018 – Current  
Ankara / Turkey

### Erasmus+ Mobility/ Exchange Student Information Technology

Lodz University of Technology

2021 - 2022  
Lodz / Poland

## Certificates

### IBM

Data Science Professional Certificate

### Google

Data Analytics Professional Certificate

## Work Experience

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### **Regional Ambassador – Voodoo**

March 2022 – Present

Reaching out, encouraging and guiding new developers to join an academy programme of world's number one hyper-casual game development company. Achieved numbers of interaction between the developers and the programme.

### **Game Developer Intern – Simsoft**

July 2022 – August 2022

- Being a developer rather than an intern in one of the best simulation and game companies in Turkey, I took part in the Ad and Analytics implementation of one of the biggest game of the company, Mega Capital, enhancing the revenue tracking.  
- Collaborating with the game developers, design and art teams, accomplished to develop a hyper-casual ASMR mobile game and optimized by using appropriate OOP concepts and design patterns that helped the company visualize and test their game idea on the market. Detailed internship report: <https://github.com/Reitnos/Simsoft-Internship-Report>

### **Freelance Voice Artist / Data Analyst / Video Editor / Translator – Upwork**

March 2022 – June 2022

Worked as a remote freelancer in a variety of projects. Check out my upwork profile.

### **Mobile Game Developer Intern – Kodobur**

August 2021

- Developed a prototype hyper-casual genre mobile game with reliable and scalable code  
- Contributed to the agile development cycle of the company by providing fast and professional deliveries of expected versions. Detailed internship report: <https://github.com/Reitnos/Kodobur-Internship-Report>

## Volunteering

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### **Member – METU AR-GE Society**

2018-2019

- I contacted the most prestigious companies in Turkey and arranged financial sponsorship for the event METU Interview Day 2019.  
- I took part in the organization of TEDx METU Ankara 2019

## Languages

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English – TOEFL IBT Score: 110 - Advanced

German – Elementary (A2.1)

Polish – Beginner (A1.1)

Turkish – Native