Furkan Kocak

Entry-level Data Analytics Professional Junior Game Developer

Education

Ankara / Turkey

Google

Phone:

Email:

Data Analytics Professional Certificate March 2022 – present, Online

+90 553 587 0087

GitHub: www.github.com/Reitnos
Upwork: https://bit.ly/3Syf6LV
Tableau: https://tabsoft.co/36sGvMX

Playstore: https://bit.ly/3sZ8M66

LinkedIn: www.linkedin.com/in/beratkocak

kocakberatfurkan@gmail.com

Extensive six-month job-ready Google Career Certificate training. Demonstrated hands-on experience with data cleaning, data visualization, project management, interpreting and communicating data analytics findings. Confidence in transforming complex data into actionable and clear insights. Fluency in computer programming languages and a solid understanding of databases.

Objective

Dedicated, detail-oriented and proactive learner of data analytics, always excited to analyze and transform a pile of information into actionable insights that can be used to influence a business' next decision to drive revenue.

In a world where we create huge amount of data, my goal is to guarantee my company keeping up with rapid change of trends and ease the pressure by eliminating rising uncertainty. Hence, I have enhanced my skills to a position where I can ask specific, measurable, action-oriented and relevant questions to the data I am working to spark innovative ideas by detecting the patterns on my analysis.

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

Technical Skills

- Programming & Query Languages: SQL, Python, C/C++, Java, Haskell
- **Software Tools:** Tableau, BigQuery, SSMS, Google Sheets, Excel, Unity3D, Adobe Premiere Pro, Adobe Illustrator/Photoshop
- Additional:
 - Statistics (Simulations of random variables, descriptive statistics, statistical inference, regression, Monte Carlo methods)
 - Git, OOP concepts and design patterns, clean and scalable code.

BSc. Computer Engineering

Middle East Technical University 4th Grade Honor Student: 3.44/4 CGPA

> 2018 – Current Ankara / Turkey

Exchange Student
Information Technology
Lodz University of Technology

2021 - 2022 Lodz / Poland

Projects

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

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

Clever Goal!: A 2D football/baskeball game with slingshot aim mechanism. Implemented 50 level design with colorful graphics, animations and mechanics.

Magnetic Cube Rush: A top-down collection based entertaining and relaxing game. Implemented and designed different and colorful levels

Work Experience

Regional Ambassador - Voodoo

March 2022 - Present

Reaching out, encouraging and guiding new developers to join an academy programme of world's number one hypercasual game development company. Achieved huge 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 AMSR 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.

Freelance Voice Artist / Data Analyst / Video Editor / Translator — **Upwork** *March* 2022 — *June* 2022 Worked as a remote freelancer in a variety of projects. Check my upwork profile.

Mobile Game Developer Intern - Kodobur

August 2021

- Developed a prototype hyper-casual genre mobile game with reliable and scalable code. For the game: Magnetic Cube Rush Playstore
- Contributed to the agile development cycle of the company by providing fast and professional deliveries of expected versions.

Languages

English - Advanced (C2)

German – Elementary (A2.1)

Polish – Beginner (A1.1)

Turkish - Native