

# Furkan Kocak

Entry-level Data Analytics Professional  
Junior Game Developer

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

## 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.

## 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](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/basketball game with slingshot aim mechanism. Implemented 50 level design with colorful graphics, animations and mechanics. <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 <https://play.google.com/store/apps/details?id=com.ReitnosGames.MagneticCubeRush>

## 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 hyper-casual 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. 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. 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. Detailed internship report: <https://github.com/Reitnos/Kodobur-Internship-Report>

## Education

### Google

Data Analytics Professional Certificate  
March 2022 – present, Online

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.

### BSc. Computer Engineering

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

Honor Student: 3.44/4 CGPA

2018 – Current  
Ankara / Turkey

### Exchange Student

Information Technology  
Lodz University of Technology

2021 – 2022  
Lodz / Poland

## Languages

English – Advanced (C2)  
German – Elementary (A2.1)  
Polish – Beginner (A1.1)  
Turkish – Native