# Furkan Kocak

Junior Data Scientist Junior Game Developer Phone: +90 553 587 0087

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GitHub: <a href="https://bit.ly/3Syf6LV">www.github.com/Reitnos</a>
Upwork: <a href="https://bit.ly/3Syf6LV">https://bit.ly/3Syf6LV</a>
Tableau: <a href="https://tabsoft.co/36sGvMX">https://tabsoft.co/36sGvMX</a>

Playstore: <a href="https://bit.ly/3sZ8M66">https://bit.ly/3sZ8M66</a>

Languages

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

Turkish - Native

### 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.

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 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, Numpy, Matplotlib, Seaborn
- Additional:
  - Statistics (Simulations of random variables, descriptive statistics, statistical inference, regression, Monte Carlo methods)
  - Git, OOP concepts and design patterns, clean and scalable code.

# Education

#### 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

### Certificates

#### **IBM**

Data Science Professional Certificate

#### Google

Data Analytics Professional Certificate

### **Projects**

#### **Data Science**

**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.

<a href="https://github.com/Reitnos/Covid\_Data\_Analysis">https://github.com/Reitnos/Covid\_Data\_Analysis</a>

**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. <a href="https://github.com/Reitnos/Irish-Men-s-Fashion-Retailor-Analysis">https://github.com/Reitnos/Irish-Men-s-Fashion-Retailor-Analysis</a>

# Game Development

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

**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

# 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 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

- 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

August 2021