

SAMET KARAŞ

Computer Engineer

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SUMMARY

I am a passionate computer engineering candidate specializing in machine learning, artificial intelligence, and image processing. I am committed to improving my skills daily and striving to reach the highest peak in my career.

My love for computers and video games has driven me to pursue a career in technology. I aim to harness this passion as a driving force to enhance my abilities and contribute to innovative projects continuously.

EDUCATION

Recep Tayyip Erdogan University

Computer Engineering
2021-2026

SKILLS

- C#, Python, Java, JavaScript, SQL
- PyTorch
- HTML, CSS, JavaScript, Next.js, Node.js
- Git, GitHub
- Blender

CERTIFICATES

- C# and SQL 101 for Beginners
- 25 Projects in 25 Lessons with C#
- Python 2024: 100 Days of Code
- Data Structures and Algorithms: Software Interviews
- Introduction to Digital Game Development with Unity
- Version Control: Git and GitHub

LANGUAGES

- Turkish
- English - B1+

EXPERIENCE

Activities Coordinator

RTEU Computer Engineering Society | 2023 - Present

- I plan and organize the activities of the society. I ensure smooth execution of events by managing communication, logistics, and resource allocation.

PROJECTS

Twitch Clone

Technologies: Next.js, TypeScript, React.js, Tailwind CSS

- Developed a full-stack Twitch clone.
- Implemented core Twitch features such as live streaming, user interface, broadcaster profiles, and viewer interactions.
- Utilized modern web development techniques like server-side rendering and static site generation with Next.js 14.
- Wrote type-safe code with TypeScript and created customizable, responsive designs with Tailwind CSS.

Project Link - [GitHub](#)

Kitchen Chaos

Technologies: C#, Unity, Blender

- Developed a cooking simulation game using C#, Unity, and Blender.
- Designed a fun game mechanism where players manage restaurant operations by completing various cooking tasks.
- Implemented core game features such as user interface, game mechanics, and task systems.
- Created 3D models for the game using Blender and integrated them into the game world with Unity.
- Worked on performance optimizations and improving user experience.

Project Link - [GitHub](#)