



# SERKAN MENGÜCEK

## INTERN (COMPUTER ENGINEER)



serkan.mengucek01@gmail.



+90 552 611 7690



İstanbul / Pendik



github.com/serkanmngck



/serkan-mengücek-3384a0286

## EĞİTİM

### Dumlupınar University

Computer Engineer

GNO - 3.40

2022 - Currently (Senior)

## EXPERTİSE

### ● PROGRAMMING LANGUAGE:

C#, C++, Java, Python

### ● FRAMEWORKS:

Unity(C#), Photon PUN,  
Cinemachine, Unity ML-  
Agents, Unity Addressables,  
NavMesh, DOTween, SQLite,  
Behavior Tree

Pandas, Numpy, TensorFlow

### ● TOOLS:

Git, Entity Framework, Unity  
Version Controller

### ● DESIGN PRINCIPLES & PATTERNS:

SOLID, OOP

### ● LANGUAGE

İngilizce B1

## ABOUT ME

I am Serkan Mengücek, a 4th-year Computer Engineering student. I have been working in the game development field for 3 years and I am highly proficient with the Unity editor and its libraries. I have advanced knowledge of C# OOP and experience with Unreal Engine and C++. Additionally, I am familiar with using tools like Git, Blender, and Photoshop. I am a team player, creative, and solution-oriented. I enjoy being involved in every stage of the game development process. I can work efficiently both independently and as part of a team. Currently, I aim to further develop my skills in game development and gain experience in the industry. I want to advance both in technical and creative projects.

## FREELANCER

### GAME DEVELOPMENT

2022-2024

- Developing 2D/3D games using Unity (C#) and Unreal Engine (C++)
- Game mechanics design and optimization processes
- In-game visuals and user interface design
- Debugging and performance improvement

## CERTİFİKATES

Aralık 2022	BTK akademi Versiyon Kontrolleri: Git ve GitHub
Temmuz 2021	BTK akademi Unity ile Dijital Oyun Geliştirmeye Giriş
Mayıs 2021	Turkcell C# ile Algoritma ve Programlama101
Mayıs 2021	C# ile Algoritma ve Programlama201

## REFERENCES

### Mahsun Emrem

Software Engineer at  
Ziraat Teknoloji

### Soydan Serttaş

Dr. Öğr. Üyesi Dumlupınar  
University