

About Me

I am a programmer who is aiming to stand out from the crowd with the quality of my production. I believe that I am solution-oriented, I can keep my head cool even in the heat of the moment. During my work in Google’s boot camp as a scrum master, I found that I like to move with the team, and from what I’ve heard from my teammates, it was fun to work as a team.

I have started programming with the videos and platforms I have find online and since then, I have latched into every possibility of improving my skills, let that be courses, clubs, competitions or programs that is even remotely related with programming and development. And I try to add something new to my knowledge every day.

Education

Google’s Game and Software Development Academy	Ankara, Turkey
Earned the Certificate of the Academy with %100 Completion.	Dec 2022 – Aug 2023
Google’s Project Management Program	Ankara, Turkey
Completed the Course with over 20 Task Completed.	Dec 2022 – June 2023
Gaziantep University	Gaziantep, Turkey
Field of English Language and Teaching Foreign Languages.	Sep 2021 – June 2025 (Expected)

Skills

Programming Skills: Teaching experience in Python, CS, C++, C

Engines & Programs: Unity, Unreal, Blender, Photoshop

Experience

Google’s Bootcamp	Remote Office, Turkey
<i>Programmer</i>	<i>June 2023 – Aug 2023</i>
<ul style="list-style-type: none">Collaborating with other students in the Academy to create 3D action-adventure game.Creating enemy AI’s, physics simulations, script-based animations and game logic.	
Game Jam OUA	Ankara, Turkey
<i>Programmer</i>	<i>Feb 2023</i>
<ul style="list-style-type: none">Collaborated with a team of three to develop a 2D platformer game within 48 hours.Implemented player movement, enemy AI, and level design elements. Received positive feedback from judges for creativity and innovation.	
GDA	Konin, Poland
<i>Developer</i>	<i>Nov 2023, May 2024</i>
<ul style="list-style-type: none">Developed an authentication app that uses Cloud storage and Google’s Authentication Services.	
Dodomi	Gaziantep, Turkey
<i>Programmer</i>	<i>Aug 2023 – Oct 2023</i>
<ul style="list-style-type: none">Created 2D mobile game by implementing grids, 2D Vector calculation and logic of a known game domino.Completed the main UI’s and Logic in 5 days due to the request of the employer.	

Leadership Experience

GDSC	Gaziantep, Turkey
<i>Technology Leader</i>	<i>July 2023 – June 2025 (Expected)</i>
<ul style="list-style-type: none">Managing events, teams, announcements, applications used and competitions.Evaluation of the members and creating teams to take part in Hackathons, Game Jams and Techno Fests.	
Google’s Bootcamp	Remote Office, Turkey
<i>Scrum Master</i>	<i>June 2023 – Aug 2023</i>
<ul style="list-style-type: none">Creating and managing sprints, holding retrospect meetings, handing out tasks and creating reports.Followed and completed our product in total of 3 sprints in the requested time window.	
Italy E -Hand Hackathon	Milano, Italy
<i>Team Leader</i>	<i>April 2019</i>
<ul style="list-style-type: none">Finding solution for the given problems relating to global problems countries were facing at the time.Represented my high school along with my country. Proposed Re-Plantation solution.	
GDSC – Python Training	Gaziantep, Turkey
<i>Tutor</i>	<i>July 2023 – Jan 2024</i>
<ul style="list-style-type: none">Trained over 50 students about the Python programming language, basics of coding and future for programmers.	

Certificates and Projects Enrolled

- Google’s Game and Software Development Academy
- Coursera Google’s Project Management Program
- Italy Hackathon
- Erasmus+
- GDSC – Python Training
- OUA Game Jam
- OUA Ideathon
- OUA Network Workshop
- Google Solution Challenge
- SeyBot Microsoft Bot Framework

Socials

LinkedIn: <https://www.linkedin.com/in/seyt-ahmet-demir/>

GitHub: <https://github.com/SeyitDax>