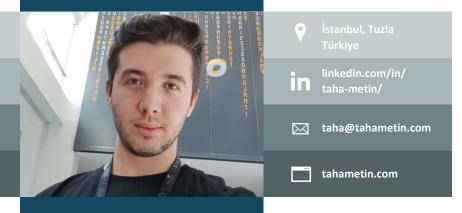
M. TAHA METIN



PROFILE

Hi, I'm Muhammed Taha Metin, a dedicated Computer Engineer.I've a knack for programming and have honed my skills in languages such as C, Java, JavaScript, Python, and C#. I'm also proficient in SQL and MongoDB databases, and have experience with libraries and technologies like Unity, JavaFX, selenium, and Photoshop.

LANGUAGES

Turkish English

Native Fluent

SKILLS

- ✓ Unity Engine
- √ C#
- ✓ Git/ Github
- ✓ Unreal Engine
- ✓ Java
- ✓ Python
- √ C
- ✓ Photoshop
- √ Fast Writing 70+ wpm

PROJECTS

#FIT IT

Unity, C#. Mobile casual game. The objective of the game is to fit a cubic shape by pushing and rolling it to overcome obstacles. It is currently available on Google Play.

#BULLET RUSH PROTOTYPE

Unity, C#. I have prepared a clone of the Bullet Rush game for a technical interview. Used features; pool system, scriptable objects, singleton, OOP with SOLID.

#MYO ARMBAND DRONE GAME

Unity, C#. As my university graduation project, I developed a drone game that can be played using a Myo armband in the Natural Human-Computer Interaction Laboratory.

#SAMURAİ SUDOKU SOLVER

Unity, C#. I created an application that solves Samurai Sudoku puzzles using threads.

You can find the rest of the projects on tahametin.com

EXPERIENCE

GAME DEVELOPER INTERN - (JUN 2022 - AUG 2022) **NOSURRENDER** – İstanbul, Türkiye

During my internship at NoSurrender company, I contributed to the development of a **real-time mobile strategy** game using **Unity C#**. I had the opportunity to gain experience in various areas including **SOLID principles**, **addressables**, **scriptable objects**, **localization**, Trello, **DOTween**, **Photon Bolt**, **design patterns**, and **GitHub**.

GAME DEVELOPER - (AUG 2020 - FEB 2022) **IEEE CS GAME DEV TEAM** - Kocaeli, Türkiye

During my 2 year participation in the KOU IEEE Computer Science Game

Development Team, we developed a top-down shooter game and an idle mobile
game with a team of 6 people. I contributed to the coding of the games using
Unity C#. Specifically, I coded parts such as enemy artificial intelligence,
pathfinding, and basic mechanics.

EDUCATION

COMPUTER ENGINEERING - (2019-2023) **KOCAELI UNIVERSITY -** Kocaeli, Türkiye

During my studies in computer engineering at Kocaeli University, I learned the **fundamental sciences and principles of computer engineering**. I worked on projects related to **thread management**, **artificial intelligence**, **algorithm** creation, solving **algorithmic problems**, as well as basic algorithms and **data structures**, both individually and in groups.

I participated **in student clubs** and activities in my field. I attended various **bootcamps** and **technical tours**, and I was **also part of a game development team**.