M. TAHA METİN

İstanbul, Tuzla
Türkiye

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LANGUAGES

Turkish	Native
English	Fluent

SKILLS

- ✓ Unity Engine — Advenced
- ✓ C# — Advenced
- ✓ Git/ Github — Advenced
- ✓ Unreal Engine — Beginner
- ✓ Java — Intermediate
- ✓ Python — Intermediate
- ✓ C — Intermediate
- ✓ Photoshop — Intermediate

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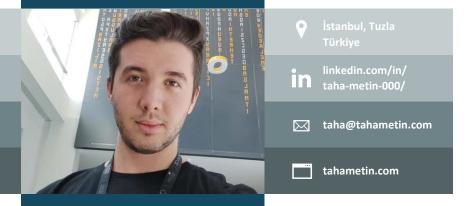
You can find the rest of the projects on tahametin.com

PROFILE

Hi, I'm Muhammed Taha Metin, a dedicated **Game Developer**. I've contributed to the development of more than **13 games**. I've also **published a game on Playstore**. I've gained experience in **OOP with SOLID principles**, **addressables**, scriptable objects, localization, trello, **photon bolt**, **design patterns** and **github**.

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, **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**.

Please visit tahametin.com for my detailed portfolio.