Yahya Mohamed

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Education

Bilkent University · Computer Engineering   **CGPA 3.07**   Entrance: Sept. 2018
•Bachelor of Computer Engineering | 3rd Year | 80% Scholarship   Expected graduation: June 2022
•Honor Certificate Fall Semester 2019 **GPA 3.32**
•Honor Certificate Spring Semester 2020 **GPA 3.39**
•Honor Certificate Fall Semester 2021 **GPA 3.33**

Activities and Experience

GoldSoft Yazılım Intern Aug 2020 – Sept 2020
Developed 4 Games using Unity Platform and C#, three 2D games and one 3D game.
Implemented Simple AI to the tic tac toe game using minimax algo for 3x3, 4x4, and 5x5
grids

GameLab Istanbul Intern Jun 2020 – Aug 2020
Improved Android Game Taso3D Soccer Game's controls using C++
Added 11 new localizations with database to the game, and updated the settings accordingly
using C++ and SQL Database files
Added 2 new commentaries to the game (Arabic and Brazilian)

Projects

Cellular Automata · Digital Design term project. Gamification of cellular automata where the player tries to kill the cells as quickly as possible by selecting which cells will update in the next cycle. Developed for the Basys3 FPGA and Beti board. Written in SystemVerilog.

Risk Game · The classical board game risk implemented using JavaScript, React JS, and CSS. The game was implemented as group term project for cs319, in which the game is implemented from scratch applying object-oriented skills and design patterns.

Tetris Game · An old childhood game, in which you put blocks above each other trying to connect them as a puzzle, each line fully filled with blocks is destroyed incrementing your score, reaching the end of the space with no other options to put more blocks will end the game, implemented using C# in Unity 2D.

Tic Tac Toe Game · Implemented using C# in Unity 2D, with simple AI implemented using minimax algorithm. The game has 3 levels, Easy 3*3 Grid, Medium 4*4 Grid, and Hard 6*6 Grid all level of difficulties include playing against AI.

Ball Balance Game · Controlling a ball from the start point till the end on a track to win without falling from the track and collecting jewels to gain points, implemented using C# in Unity 3D.

Skills

Tools · Android Studio · Unity · Visual Studio · Adobe Photoshop · Microsoft · Visual Paradigm

Programming Languages · Java · C/C++ · Python · C# · HTML · CSS · System Verilog · Assembly Language

Styles and Frameworks · Object Oriented Programming · Android Apps Development · GitHub · Command Line · Linux · UML

Soft Skills · Good Communication · Leadership · Team Work · Passionate for learning/working · Independent learner

Spoken Languages · Arabic (Native) · English (Native) · Turkish (Limited)