Abdülkadir GÜNTAV
Jr . Game Developer

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Education

Suleyman Demirel University	SEP 2020- JUN 2022
Mechanical Engineering	
Nevsehir Haci Bektas Veli University	SEP 2022 - JUN 2026
Computer Engineer	

Projects

•Fooled   10-11-12 MAY

FPS (first person shooter) game we made within 48 hours in Kayseri Teknojam 2024 competition

Tools & Technologies Used:
- Unity
- C#
- 3D's MAX
- link = https://github.com/abdulkadirguntav/FOOLED

•Gastroventure

We are making a 3D game where we can prepare special dishes of Turkish Culture by managing a chef. below are the tasks I have undertaken in this project.

Tools & technologies used:
- Preparing NPC Artificial intelligence in unity 3D
- Preparation of 3D NPCs to be used in unity 3D in Blender application

Street EYE

2024 NIGDE HACKATHON Our project is an artificial intelligence that detects broken (broken, curved, etc.) roads on the streets with image processing and notifies the municipality.

Tools & technologies used:
- İmage Processing With YOLO V5
- Creating A Website With HTML

Languages

- Japanese [Basic] - A1
- English [Intermediate]
- Turkish [Native]