



# Atakan ONAY

## Computer Engineer

## Contact

### Phone

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### Email

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### Address

Maltepe, İstanbul

### Github

[github.com/atknony](https://github.com/atknony)

## Expertise

Python

Godot

## Language

English B2

## Experience

July - Agust / 2025

Gen Yazılım (feta)

### Intern Engineer

We completed a three-week Python course, progressing from beginner to intermediate levels. During this time, we explored algorithm structures and then initiated a backend project using Django. To support this, we utilized SQL databases. All the materials can be found at [github.com/atknony/internship]

Since 2024

O'Podcast

### Editor

I am volunteering with the Okan Podcast community, where I edit podcasts and prepare them for export. Through this experience, I have developed skills in teamwork, problem-solving, and communication.

## Education

2021 - 2026

Okan Üniversitesi

### Computer Engineer

I studied English for one year in preparation, and now I am in my final year of my degree.

## My Projects

My first game is called \*Fly or Die\*, which is similar to Flappy Bird. In this game, the bird ascends while spikes appear on both the left and right sides of the screen, descending toward the bottom. Once the spikes exit the screen, the algorithm removes them. Here is the link: <https://yivorionn.itch.io/fly-or-die>

### About Me

I developed a game with my team for mağarajam2025, introducing an innovative mechanic that allows character swapping. The game features two characters within one body: one can perform a double jump, while the other has a dash ability. When you press 'X', the characters switch. I designed the levels to incorporate sections that cater to each character's unique abilities, ensuring that either can complete the game. Additionally, I created the cinematics. Here is the link: <https://yivorionn.itch.io/kayip-ruhlar>

I was born in Karşıyaka, İzmir. My father is a soldier in the Turkish army, which led us to move frequently between various cities and locations. Currently, I reside in İstanbul. I've had a passion for computers since I was a child, and I enjoy being creative as well as engaging in communication.