

SELIM AYBARS DURAN

Computer Engineer

aybarsduran@outlook.com | 5389285382

GitHub | LinkedIn | HackerRank

EDUCATION

Akdeniz University

Bachelors Computer Engineering

GPA: 2.80

Antalya

September 2019 - July 2023

EXPERIENCE

Turkish Aerospace | Intern Software Engineer

Antalya | July 2022 - September 2022

As an intern at Turkish Aerospace, I had the invaluable opportunity to be part of a dynamic and innovative aerospace company with a global reputation. During my internship, I was exposed to various aspects of the aerospace industry and had the chance to contribute to real-world projects and initiatives.

Foxpider Games | Intern Game Developer

Antalya | May 2022 - July 2022

As a game developer intern at Foxpider Games, I had the incredible opportunity to immerse myself in the world of game development and contribute to the creation of captivating and immersive gaming experiences. Working at Foxpider Games allowed me to gain practical experience and insights into various aspects of the game development process.

SKILLS

Programming Languages: C#, Java, Python, Kotlin, SQL

Libraries/Frameworks: Photon, Mirror

Tools / Platforms: Unity, Android Studio, Git, Firebase, PlayFab

PROJECTS / OPEN-SOURCE

HotelHive | Link

Kotlin, Android Studio, Firebase

I developed a user-friendly and efficient hotel booking application that allows users to find, book, and manage hotel accommodations seamlessly. The app utilizes the Hotels API to fetch real-time hotel data, and it is powered by Firebase for reliable user authentication, database management, and cloud-based hosting.

Age Run | Link

C#, Unity, Blender

Age Run is a fast-paced hypercasual game designed for players of all ages. The game follows a simple yet challenging concept that keeps players engaged and coming back for more.

Space Voyager | Link

C#, Unity, ShaderLab

Space Voyager challenges players to brave the infinite expanse of space, aiming to achieve the highest score possible in each exhilarating run.

Cursed Hand | Link

C#, Unity, Mirror

This is an online card game that we made with the Mirror library for the game programming course.

VR Education Game

Unity, C#, Oculus

This project is designed to enhance English language skills for learners through an immersive VR game with multiple progressive levels. The game provides an interactive and entertaining way for users to improve their English language proficiency, making the learning process engaging and enjoyable.

CERTIFICATIONS

- C# - **HackerRank**
- Python - **HackerRank**
- Green Software for Practitioners - **The Linux Foundation**
- Visual Studio for Unity Developers - **LinkedIn Learning**
- Java - **HackerRank**