

BAŞAK ŞÜKRAN MELAHAT ÇONTU

Programmer

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📍 Ankara, Etimesgut

EDUCATION

B.S.

Computer Science

Hacettepe University

📅 2018 - current

📍 Ankara, Turkey

🎓 GPA: 3.31

SKILLS

C#

JavaScript

HTML/ CSS

Webgl2

Three.js

Java

Python

Vue.js

WORK EXPERIENCE

Programmer Intern

Ayyazılım Electronic Computer Company

📅 July 2020 - August 2020

- Designed and coded user interface for desktop application.
- Partnered with a developer to implement a software project written in C#.

Software Engineering Intern

ATEL Technology and Defense Industry Inc.

📅 June 2021 - August 2021

- Developing a windows desktop application which will be used for selecting different type of files and save them with different order and for different uses.

PROJECTS

Glowing Shapes

Creator

- It is a 3D game developed in Unity. Player should pick shapes and change its shape accordingly to the picked one from road and pass through the walls which have holes with different shapes.

Block Breaker

Creator

- 2D game developed in Unity which in, the player must smash a wall of bricks by deflecting a bouncing ball with a paddle.

Cat vs Dogs

Creator

- 2D game developed in Unity where player is a cat and shoots dogs with balls and escapes from bones which are thrown by dogs.

Make It Green

Creator

- 3D game developed in WebGL2.0 using Javascript, GLSL and HTML. Player can grow different types of trees according to environmental conditions like water, light, temperature etc.

Glitch Garden

Creator

- 3D game developed in Unity. It is a tower defense game inspired by Plants vs. Zombies.