

BURAK ÇETİN

Software & Game Developer, Hobbyist

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SKILLS

General Knowledge

Game Development OOP Data Structures & Algorithms
AI & Machine Learning Robotics & Electronics
Competitive Programming

Highly Experienced

C/C++ Unity3D C# Java Unix Shell/Bash Python
Arduino & Electronic Components

Experienced

Unity3D (ML-Agents) Unity3D (Custom Editors)
Jekyll & Liquid Squib Markdown MATLAB & Octave
OpenCV

Knowledge

Linear Algebra Git/GitHub A86 Assembler HTML5
CSS3 Ruby Scheme JavaScript Prolog
Adobe Photoshop LaTeX

PROJECTS & PARTICIPATIONS



TUBITAK(The Scientific and Technological Research Council Of Turkey) National Science Olympiads in Informatics

- Silver Medal - 2015 (Top 6)
- Bronze Medal - 2014 (Top 18)
- Bronze Medal - 2013 (Top 18)



TUBITAK Computer Science Camps

- National Olympiads Summer Courses 2013,2014,2015
- International Olympiads Winter Courses 2014,2015,2016



KTANE Mod Developing

- Developed several game mods for the game "Keep Talking and Nobody Explodes". (Source codes available on GitHub)



Hackaboom

- Won a Special Jury Prize in a Hackathon hosted by Zeplin.



ChordRunner

- Created a real-time music creation program using hand movements in PureData.



Global Game Jam 2017 & 2018

- Participated at the jam site GGJEGE. (globalgamejam.org/users/clutterarranger)



Tag Rocket

- Developed and released an infinite sidescroller game for mobile, named "Tag Rocket", for a CompeC event.

WORK EXPERIENCE



Student Trainee

📍 VR-Masters

📅 June 2018 - August 2018

- Worked on an IoT mug prototype which broadcasts temperature sensor data.
- Learned using ESP8266 to create a simple web server.
- Used Unity's ML-Agent library to create a learning environment prototype.

IoT Engineer

📍 LocalGhost

📅 June 2020 - May 2021

- Worked on several IoT project based around collecting sensor data.
- Provided hardware solutions to multiple IoT projects.



Software Developer

📍 CosmoDot

📅 May 2021 - August 2022

- Took part in the R&D of the cdot decoding library.

TEACHING EXPERIENCE



Unity3D Game Development Workshop - Instructor

📍 Koc University IEEE Club

📅 October 2017

📍 Bogazici University IT Club (CompeC)

📅 October 2017 and November 2016

📍 Bahcesehir University IEEE Club

📅 December 2017



Computer Engineering 150 Courses - Assistant

📍 Bogazici University Engineering Faculty

📅 October 2016 - August 2019

EDUCATION

Bachelor of Computer Engineering

📍 Boğaziçi University

📅 September 2016 - June 2021

Extracurricular Courses

- Machine Learning (Coursera)
- Introduction to Robotics (Boğaziçi University)
- Graphic Novel & Comics (Boğaziçi University)
- Advanced Graphic Novel & Comics (Boğaziçi University)
- Theory of Musical Sound (Boğaziçi University)