

BURAK ÇETİN

Software & Game Developer, Teacher

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SKILLS

General Knowledge

Game Development Data Structures & Algorithms
AI & Machine Learning Image Processing & Steganography
System Design 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 Godot

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

>_ Research Engineer

📍 Maynard Vision

📅 August 2023 - August 2024

- Designed and implemented multiple steganography algorithms.
- Assisted in the design of a prototype testing pipeline.

📷 Software Developer

📍 CosmoDot

📅 May 2021 - August 2022

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

⚡ IoT Engineer

📍 LocalGhost

📅 June 2020 - May 2021

- Worked on several IoT projects based around collecting sensor data.

✍ Student Trainee

📍 VR-Masters

📅 June 2018 - August 2018

- Used Unity's ML-Agent library to create a learning environment prototype.

EDUCATION

Bachelor of Computer Engineering

📍 Boğaziçi University

📅 September 2016 - February 2023

Pedagogical Formation Certificate

📍 Marmara University

📅 September 2023 - June 2024

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