BURAK ÇETİN

Software & Game Developer, Teacher

📍 Istanbul, Turkey ✉ burakcetin435@gmail.com 📞 +90 5054454966 🔗 bcetin.github.io in linkedin.com/in/brkctn

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)
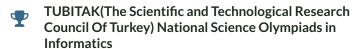Jekyll & Liquid | Squib | Markdown | MATLAB & Octave
OpenCV

Knowledged

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 creeation 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

EDUCATION

🎮 **Master of Game and Interaction Technologies**
📍 İstanbul Technical University
📅 February 2025 - Present

💻 **Bachelor of Computer Engineering**
📍 Boğaziçi University
📅 September 2016 - February 2023

✏ **Pedagogical Formation Certificate**
📍 Marmara University
📅 September 2023 - June 2024

TEACHING EXPERIENCE

🎮 **Unity3D Workshop - Instructor**
📍 Koç & Bahçeşehir University IEEE Club
📅 October 2017

📍 Bogazici University IT Club (CompeC)
📅 October 2017 and November 2016

💻 **CMPE 150 Courses - Assistant**
📍 Bogazici University Engineering Faculty
📅 October 2016 - August 2019