BURAK ÇETİN

Software & Game Developer, Hobbyist

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

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

Knowledged

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 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

✏ 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 - Present

- 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)