

# BURAK ÇETİN

## Software & Game Developer

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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  
Photoshop (Drawing)

### Experienced

JavaScript    Photoshop (Graphic Design)  
Arduino & Electronic Components    Unity (Custom Editors)

### Knowledge

HTML5    CSS3    Photoshop (Image Manipulation)

### Basic Knowledge

LaTeX    Python    .NET    Haxe    Flixel    PHP

## AWARDS & 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

### 🎮 Global Game Jam 2017 & 2018

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

### 🏆 TUBITAK National Middle School Mathematic Olympiads

- Silver Medal - 2012 (Top 8)

### 🎮 Online Game Jams

- Regularly participating in online accelerated game development events like Ludum Dare. (mantlair.itch.io)

## PROFILE

I am a second year undergraduate student with a competitive programming background and self-taught Unity3D knowledge. I want to gain work experience on software and game development.

I am also willing to improve myself on different areas related to the field, like hardware or web development.

## 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 - Present

### 📝 Intermediate C Lessons to 9th & 10th Graders - Teacher

**Izmir Science High School**

📅 2013 - 2015

## PROJECTS

### 📱 Tag Rocket (October 2016)

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

### 🎮 KTANE Mod Developing

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

## EDUCATION

### Bachelor of Computer Engineering

**Bogazici University, Istanbul - Turkey**

📅 September 2016 - Present

## LANGUAGES

English

Turkish

French



## HOBBIES

Videogames

Hiking

Woodworking

Drawing

Arduino

Sports Climbing