

Berkay Senler



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Sydney, Australia

PERSONAL STATEMENT

An enthusiastic and passionate software engineer with a strong educational background in Computer Engineering and Information Technology. I began my studies in Computer Engineering in Turkey and transferred some of my credits in my last year to pursue a Bachelor of Information Technology at Victoria University Sydney. Adept at C#, C, Python, and PHP, I am committed to expanding my knowledge and skills in the software industry. I am continuously learning new programming tools and technologies to stay current with industry trends. I am a dedicated learner, a collaborative team player, and ready to grow my portfolio and step into the software industry.

Work History

Professional Online Game Coach (2017 – Present)

- Successfully coached and mentored individuals to improve their gameplay skills, strategy, and overall performance.
- Conducted thorough gameplay analysis and provided constructive feedback to players, highlighting areas for improvement, and offering strategic insights to enhance their gameplay.
- Demonstrated strong communication and interpersonal skills by effectively conveying complex gaming concepts and strategies in a clear and understandable manner to players of various skill levels.

SKILLS

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| • Complex problem solving | • Adaptable and agile |
| • Agile Project Management | • Oral and written communication |
| • Testing processes | • Detail-oriented and disciplined |
| • Process modelling | • Effective listening and mentoring colleagues |
| • Team management and teamwork | • Self-motivated and self-starter |
| • Analytical and proactive thinking | |
| • Collaboration and negotiation | |
| • Data driven decision making | |

Software Development

- **C#**
 - Developed multiple small-scale projects as part of coursework, focusing on .NET Framework, object-oriented programming, basic design patterns, and software development principles.
 - Exploring various aspects of the .NET ecosystem, including ASP.NET for web development and other .NET technologies for desktop and console applications.
- **C**
 - Applied C programming for coursework and assignments, focusing on fundamental algorithms, data structures, and low-level programming concepts.
 - Developed simple programs to enhance understanding of memory management and system-level programming.
- **Python**
 - Used Python for scripting, automation tasks, and introductory data analysis.
 - Participated in coding bootcamps and online courses, learning foundational concepts and building small projects.
- **PHP**
 - Created basic web applications and forms using PHP, integrating with MySQL databases for backend development.
 - Gained introductory knowledge through online tutorials and coursework.
- **Blender**
 - Created simple 3D models and animations for assignments.

Academic Achievements & Training

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| • Victoria University Sydney – Bachelor of Information Technology | 2023 - Ongoing |
| • Complete C# Masterclass Udemy | 2023 |
| • ING Agile Developer Bootcamp | 2020 |
| • Huawei IoT Bootcamp | 2020 |
| • Yalova University Bachelor of Computer Engineering | 2017 - Continues on IT |

LANGUAGES

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| • English | • Turkish |
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ACTIVITIES & HOBBIES

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| • Yalova University Vice President of Esports Club | 2018-2022 |
| • Yalova University Strategy/MOBA Game Team Captain | 2017-2022 |
| • Competitive Games, Esports, Lego, Camping | |

References

Available upon request