BUĞRA DENİZ PEKTAŞ

My Contact

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📍 Istanbul, Turkey

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Hard Skill

- C# , C++ , Java , Python
- MySQL, MS SQL
- Unity
- Visual Studio

Soft Skill

- Observation
- Decision making
- Communication
- Proactive thinking
- Agile working

Education Background

- Inonu University

  Computer Engineering, 3.12 GPA

  2014 - 2018

- Husnu Ozyegin Anatolian Highschool

  Science and Mathematics

  2010 - 2014

About Me

I am a Computer Engineering graduate with a strong passion for mobile game development, mobile application development, and software engineering. With a solid foundation in programming and problem-solving, I am enthusiastic about creating innovative solutions and contributing to dynamic projects. My experience includes hands-on work in developing mobile applications and a keen interest in exploring emerging technologies to enhance user experiences. I am eager to leverage my skills and knowledge in a challenging role where I can continue to grow and make a meaningful impact.

Professional Experience

Umay Yazılım Bilişim Ltd | R&D Intern - Game Developer

07.2018 - 09.2018

Description:
During my internship at UMAY Yazilim Bilisim Sirketi, I gained extensive knowledge in game programming using Unity. I actively participated in the development of various game projects, honing my skills in both technical and collaborative aspects. This experience also enhanced my ability to work effectively in a team and improved my communication skills.

Key Responsibilities:
- Developed and implemented game features using Unity and C#.
- Collaborated with team members to brainstorm and design game mechanics.
- Conducted debugging and testing to ensure optimal game performance.
- Assisted in creating and maintaining project documentation.
- Participated in regular team meetings to discuss project progress and challenges.
- Provided input and feedback during code reviews and design discussions.

Certificates:

- Signal Processing and Communication Applications (SİU 2015)

Courses:

- Hyper Casual Game Programming with Unity - Tulga Yazilim (Udemy)
- Creating HYPER CASUAL Games with Unity - Olcay Kalyoncuoğlu (Udemy)
- Unity C# Mobile Game Development - Rick Davidson (Udemy)

References:

- M. Oğuz Şen
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