CAN OGAN KARAGÜN

Software Engineer • Backend Developer • Game Developer

coganka.com | youtube/@coganka cankaragun@gmail.com

Skills

Programming Languages: Python, JavaScript, C, C++, C#, Go, Rust

Backend Development: Node.js, Gin, Flask, REST APIs, SQL, PostgreSQL, MongoDB, Redis, WebSockets, WebRTC, Jest, GraphQL

Game Development: Unity Engine

Tools & Workflow: Git, Docker, Github Actions, AWS, Postman, VS Code

CS Foundations: Algorithms & Data Structures, OOP, Pathfinding & Graph Algorithms, System Design, Machine Learning, Reinforcement Learning

Spoken Languages: Turkish (Native), English (Fluent)

Experience

Software Engineer Intern *(2025)*

KordSA - Kocaeli/Turkey

- Developed Python tools that processed and visualized data, reducing manual review time

Volunteer Software Developer *(2024)*

Kocaeli University Audio Book Accessibility Project

- Used Python and Google TTS to automate narration generation from text and export as audio file.

Software Engineer Intern *(2023)*

Kocaeli University IT Department - Kocaeli/Turkey

- *Implemented* Redis caching for internal services

Freelance Software Developer *(2020-Present)*

- Developed and published games, full-stack projects using Python, Unity, Node.js, React, and Swift. Built custom backends with REST APIs, authentication, and real-time features.

Published Games

XBOX | *Danger Close* (2021), *Fight Freaks* (2021)
35K+ downloads

iOS | *Encounter* (2022), *Zigzag Chicken* (2022)
20K+ downloads

Education

Kocaeli University - Kocaeli/Turkey

B.Sc. in Electronics & Telecom. Engineering

Graduated: May 2025

Projects

- ***Puzzle Game with Real-Time Hand Tracking***
  • Built a real-time hand interaction game using Unity, Python (*Graduation Project*)
- ***SLAM Style Mapping Simulation***
  • Built a 2D Python robot that explores and maps unknown environments in real time using laser scans and Kalman filters based position estimation.
- ***Maze Generator & Pathfinding Visualizer***
  • Built a Python tool to generate mazes and solve them using BFS, DFS, Dijkstra and A*, with real-time visualization.
- ***Real-Time 3D Point Cloud Mapping***
  • Built a Python simulation that visualizes real-time 3D point clouds generated from 2D LIDAR scans.
- ***Go Microservices Project***
  • Built distributed microservices using Go, Docker Swarm, RabbitMQ, and gRPC.
- ***Video Chat Application***
  • Built a peer-to-peer video chat app using WebRTC and Socket.IO with custom backend signaling server.
- ***Full-Stack iOS App SetupVerse***
  • Built RESTful backend (MERN stack) for sharing gaming setups with real-time updates

*More projects at youtube.com/@coganka

Courses & Certifications

- ***3D Graphics Programming From Scratch***
  • Created a software rasterizer with custom projection, triangle rasterization, depth buffering, and transformations. (pikuma.com, 2022)
- ***2D Physics Engine Programming From Scratch***
  • Built a physics engine with rigidbody dynamics, collision detection, and impulse resolution. (pikuma.com, 2022)
- ***Designing Scalable Systems***
  • Covered load balancing, caching, queues, database sharding, availability, and fault-tolerant architecture. (Educative.io, 2025)
- ***AWS Cloud Practitioner Course***
  • Learned core AWS services including EC2, S3, RDS, and IAM. Covered load balancing, networking, cloud security (skillbuilder.aws, 2025)
- ***CI/CD Foundations***
  • Learned CI/CD workflows including automated testing and deployments (udacity.com, 2023)

github/coganka | linkedin/canogankaragun | leetcode/cankaragun