Doğancan Algül

📍 34755 İstanbul, Turkey ✉ dogancan.al@gmail.com

📞 (+90) 536 916 4533 ↖ dogancanalgul.com

🗎 Projects

ware, *Web AR Engine*
A Web Application that lets users design webAR projects that can run on any webGL capable device, using Unity, Node.js, AR.js, aframe.

Asturia, *Minecraft Clone* ↗
A toy project to improve on OpenGL, C++ and learn game engines.

Pong Clone ↗
A toy project to understand Neural Networks with Computer vs User and network technologies with different level multiplayers, using Python.

Tetris Clone ↗
A toy project to study Javascript's Processing Framework and general game concepts.

💼 Professional Experience

06.2021 – 10.2021 Varna, Bulgaria	**Architectural Spies,** *AR Apps Developer* I am the lead developer of an AR app which recognizes the renovated historic building and renders the historic model over it using AR.
08.2020 – 09.2020 Istanbul, Turkey	**OBSS,** *Summer Intern* ↗ I developed a teacher-student connection hub similar to Craigslist's services tab but specialized for tutoring using Spring Framework.

🧠 Skills

Game Development *(I tinker with Unreal Engine 4, Unity, Blender and study Game Engine concepts.)*

Well-versed in programming languages *(including experiences with Assembly (x86), C, C++ (14), C#, Java (15), Common Lisp, Verilog, Python (3.8), JavaScript, CSS, HTML5 among others.)*

Android Game Development *(Android Studio and LIBGDX Framework.)*

Web Development *(Spring Framework, Thymeleaf, React and Node.js)*

🎓 Education

09.2017 – present	**Gebze Technical University** Computer Science and Engineering, Bachelor of Science Degree. GPA 3.42 / 4, Top 4% of class

🌐 Languages

| **Turkish** *(Native)* | **English** *(C1)* | **German** *(A1)* | **Russian** *(A2)* |