Doğancan Algül

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📄 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.

6D Pose Estimation
A deep learning based model for recognizing the pose (position and rotation) of a 3D model from an RGB picture on a mobile phone.

Clone Games, *For learning various softwares and paradigms.*
- **Tetris** *made to study Javascript's Processing Framework and general game concepts.*
- **Pong** *made to understand Neural Networks with PC vs user and network technologies with multiplayer using Python.*
- **Asturia Minecraft** *made to improve on OpenGL, C++ and learn game engine 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 buildings and renders the historic models over them using AR and deep learning.
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++ (17), C#, Java (15), Common Lisp, Verilog, Python (3.8), JavaScript, CSS, HTML5 among others.)*

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

🎓 Education

09.2017 – 10.2021	**Gebze Technical University** Computer Science and Engineering, Bachelor of Science Degree. *GPA 3.42 / 4*

🌐 Languages

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