



Doğançan 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.

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 multiplayer, using Python.

Tetris Clone [↗](#)

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

Professional Experience

08.2020 – 09.2020
İstanbul, 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 3.38 / 4,
Top 4% of class

Languages

Turkish (*Native*)

English (*C1*)

German (*A1*)

Russian (*A2*)