



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.

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
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++ (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 – 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)