

DORUK ALTAN

dorukaltancs@gmail.com

(+90) 530 501 85 07

Ankara, Türkiye

Education

Bachelor of Science in Computer Engineering

from Bilkent University
Graduated 2023

Technical Skills

- Game Development with Unity and C#
- C++, Java, Python
- CSS, HTML, JavaScript
- React, Django, CUBA
- PostgreSQL, NoSQL
- Visual Studio, VSCode
- GitHub Desktop, Git

Languages

- **Turkish:** First Language
- **English:** Advanced (C1)

Games

Personal Unity Projects April 2023 – Current
<https://doruk-altan.github.io/Portfolio/>

“Hell’s Kitchen”

- **Description:** 3D kitchen simulator. Cook as many correct orders as you can before time runs out.
- **Tech Stack:** Unity and C#
- **GitHub:**
<https://github.com/doruk-altan/HellsKitchen>

Summary

Hardworking, talented and motivated software developer with a knack for problem solving. Bilkent University alumni with a B.Sc. in Computer Engineering. Experienced in C#, C++, Java, SQL. Knowledgeable in practices such as coding, debugging, version control, design patterns and principles. Experience with game development from personal projects using Unity and C#. Looking for a position in the game development industry with continued skill development opportunities.

Experience

Computer Engineer Student – “Identifying malicious networks regarding covid on Twitter with machine learning classification and network analysis”

September 2022 – January 2023

Successfully developed a fine-tuned, BERT based misinformation classifier and conducted network analysis on the resulting data.

Key responsibilities

- Created datasets by scraping tweets from Twitter with Python libraries.
- Used machine learning model BERT to perform sentiment analysis and fine-tuned the model to train a misinformation classifier with TensorFlow and Python.
- Utilized network analysis techniques and clustering algorithms to predict malicious networks and used Gephi to visualize the results.

“Zombie Takeover”

- **Description:** 2D platformer. Dodge all zombies and ghosts to survive as long as you can.
- **Tech Stack:** Unity and C#
- **GitHub:**
<https://github.com/doruk-altan/Zombie-Takeover>

“Angry Birds Clone”

- **Description:** 2D Angry Birds clone. Take out all the enemies before you run out of birds.
- **Tech Stack:** Unity and C#
- **GitHub:**
<https://github.com/doruk-altan/Angry-Birds>

“Android Bounce Ball”

- **Description:** 2D Bounce Ball game for Android. Keep the ball from falling down with the paddle as the ball gets faster.
- **Tech Stack:** Unity and C#
- **GitHub:**
<https://github.com/doruk-altan/AndroidBounceBall>

“Carrot Collection”

- **Description:** 2D platformer with virtual joystick for mobile. Gather all the random carrots in the map before time runs out.
- **Tech Stack:** Unity and C#
- **GitHub:**
<https://github.com/doruk-altan/Carrot-Collection>

“Flappy Bird Clone”

- **Description:** 2D Flappy Bird clone. Fly through the random obstacle pipes.
- **Tech Stack:** Unity and C#
- **GitHub:**
<https://github.com/doruk-altan/Not-Flappy-Bird>

Computer Engineer Student – “*Student Exchange Application*”

September 2022 – January 2023

Successfully designed and implemented a student exchange web application. Also generated top-level and modular subsystem designs.

Key responsibilities

- Produced HTML, CSS and Java code with the CUBA platform and PostgreSQL as the database.
- Produced functional and structural models as UML diagrams via Visual Paradigm.

Computer Engineer Student – “*3D model viewer and asset management platform*”

September 2021 – June 2022

Designed and developed a web application that allows users to view, buy, sell, share and like 3D models.

Key responsibilities

- Regularly communicated with our innovation expert to always be fully aware of the client requests and address concerns.
- Developed the front-end using React and incorporated 3D viewing with use of Google 3D renderer, ARCore, ARKit and NoSQL.

Osi Advertising Agency Intern – *Website design & development*

July 2021 – September 2021

Designed and developed websites for various businesses or companies with Osi Advertising Agency.

Key responsibilities

- Contributed to implementation of several features of an e-commerce application with Python and Django as a framework.
- Produced HTML, CSS and JS code on WordPress platform to create fast and clean websites.

Interests

- Science-fiction, Gaming, Technology, Chess, Sailing, Fishing