

Doruk Ersoy

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EDUCATION

- University College London (UCL)** London, UK
BSc in Computer Science September 2024 – June 2027
- **President** of Game Development Society, **Sponsor and Outreach Officer** of Turkish Society, and **Member** of Computer Science, Artificial Intelligence, Hiking Societies
- Koc High School (with 40% Merit-Based Scholarship)** Istanbul, Turkey
Graduated from IB (40/45) and Turkish National Diploma (93.76/100) September 2020 – June 2024
- **Founder** of Game Development Club and **Captain** of Varsity Track and Field Team

EXPERIENCE

- Front-end Web Development Intern** Istanbul, Turkey
Hepsiburada January 2023 – February 2023
- **Developed** the website named Elementify using Vanilla JavaScript, HTML, and CSS.
 - Built foundational skills in Node.js, React and design analysis procedures through programming a to-do app.
 - **Actively participated** in technical discussions on localization and package size management.
- Back-end Web Development Intern** Istanbul, Turkey
IBTech International Information and Communication Technologies (QNB Finansbank) August 2022
- Got introduced to quality assurance processes and server architecture by **analyzing** apps of QNB Finansbank.
 - **Designed** a basic MVC website using Visual Studio IDE to become familiar with **application architecture**.

PROJECTS

- Pixel Bounce Game | C#, Unity, Git** 2023
- Created, tested, and **published** Pixel Bounce to the Google Play Store.
 - **Operated** a group of 12 people by **organizing** weekly meetings and **supervising** distribution of tasks.
 - **Taught** the programming language C# to 8 people and **collaborated** with students to draw game graphics.
- Untitled Bubble Game | Godot, Gd Script** 2025
- Developed untitled-bubble-game where you shoot fire against falling bubbles for **UCL Global Game Jam**.
 - Developed the game in **limited time (12 hours)**.
- Class Manager Web App | JavaScript, React, MongoDB, Git** 2023 – 2024
- **Developed** Class Manager app for my piano teacher (client) through monthly **meetings**.
 - Integrated a **database application** through MongoDB for managing student information, lessons, and payments.
 - **Designed** algorithms for checking class availability and student improvement analysis.
 - **Implemented** an instant translation function to **overcome** my client's language and technology barrier.
- Search Filter Extension | JavaScript, HTML, CSS, Git** 2025
- **Collaborated to make** Search Filter Extension with my friends from UCL as a **Chrome Store extension**.
 - Made functionality that filters through **advanced search parameters** and enables **saving** these filters.
 - Added functionality to **highlight** and **hide wanted/unwanted** websites through an uploaded .txt document.
- Beyin Gocu Web App | JavaScript, HTML/CSS** 2023
- **Co-Founded** the Beyin Gocu association that aims to bring students to share their knowledge to others.
 - Managed the website and the YouTube channel that has **20 videos** and **+1000 views** as the **head of IT**.
- Research Project on Procedural Content Generation Algorithms | Unity, C#, Python** 2023 – 2024
- **Evaluated** the performances of cellular automata and Perlin noise algorithms in 2D games using Unity.
 - Followed a series of deadlines and reviews with my high school teachers to **document** my research paper.
 - Plotted graphs to **analyze, compare, and recognize patterns** in both algorithms using Python **matplotlib**.

TECHNICAL SKILLS

Languages: Python, C, Haskell, Java, JavaScript/HTML/CSS
Frameworks: React, Node.js, Godot
Developer Tools: Git, Visual Studio