



## Profile

Computer engineering student with strong skills in Object-Oriented Programming, C#, and Unity. Experienced in building gameplay systems, UI components, and clean, maintainable code structures. Passionate about game development and software engineering, with hands-on experience working in multi-disciplinary teams. Fast learner, problem-solver, and highly motivated to contribute to large-scale game projects.

## Experience

### Student Assistant

Eastern Mediterranean University - November 2024/ June 2025

- Assisted students in debugging code and understanding core programming concepts.
- Supported instructors with course materials and technical tasks.

### Game Developer

FugeVet - January 2025/Present

- Developing a 2D fishing simulator using Unity and C#.
- Implementing gameplay systems, UI, and minigame mechanics.
- Creating modular and maintainable code structures.
- Collaborating with designers and artists in a 4-person team.

### Intern

CAVO - July 2025/August 2025

- Developed SQL queries and C# based internal tools.
- Automating task tracking and equipment management workflows in IT department.
- Worked with CANIAS ERP and Troia development environment.
- Built simple desktop and web interfaces using C# and HTML/CSS.

### Intern

TalentsUs Teknoloji Hizmetleri - August 2025/September 2025

- Redesigned the company website using HTML, CSS, and JavaScript.
- Applied responsive UI design and interactive components.
- Conducted testing, documentation, and performance optimization.
- Completed introductory training in SAP ERP and 1C:Enterprise.

## Projects

### Fishing Simulator (In Development) | Unity

- Designed gameplay systems, fishing minigames, progression, and save/load mechanics.
- Implemented persistent game data and scene management.

### Coffee Rush | Unity

- Developed level-based café simulation mechanics and interactive order system.
- Designed UI and scoring logic with C#.

### Time Runner | Unity

- Created core mechanics, UI, level design, animations, and sound integration in a 3-day game jam.

### The HeatKeeper | Unity

- Designed and developed two minigames for a 3D simulation environment.

### Neon Nemesis | GameMaker

- Implemented platformer mechanics and UI components.

### Eternacafé | GameMaker

- Developed core café simulation systems with optimized code.

### Steam Game Picker | Web Application

- Built a tool using Steam API to display unplayed games and randomly select one.
- Implemented interactive UI and REST API integration.

### Key Management System | Full-Stack Web Tool

- Built for university staff with Firebase authentication and real-time database.
- Improved resource transparency through live key tracking.

## Education

Bachelor of Science in Computer Engineering

Eastern Mediterranean University - 2022-Present (Graduating June 2026)

## Skills

**Programming:** C#, C++, Python, JavaScript

**Game Development:** Unity, GameMaker, gameplay systems, UI systems

**Software Engineering:** OOP, debugging, clean code, version control (Git)

**Web Development:** HTML, CSS, JavaScript

**Database:** SQL, Firebase

**Soft Skills:** Teamwork, communication, fast learning, problem-solving

**Languages:** Turkish (Native), English (Fluent)

## Awards and Honors

EMU, February 2023-High Honor Certificate GPA:3.83

EMU, February 2024-Honor Certificate GPA: 3.18

EMU, February 2025-High Honor Certificate GPA: 3.58

EMU, July 2023-Honor Certificate GPA: 3.25

EMU, July 2024-Honor Certificate GPA: 3.43

EMU, July 2025-H. Honor Certificate GPA: 3.64