



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, July 2023-Honor Certificate GPA: 3.25

EMU, February 2024-Honor Certificate GPA: 3.18

EMU, July 2024-Honor Certificate GPA: 3.43

EMU, February 2025-High Honor Certificate GPA: 3.58

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