

# Furkan Çalık

SOFTWARE DEVELOPER · GAME DEVELOPER

☎ (+90) 542 553 91 43 | ✉ furkancalik7@gmail.com | 🌐 furkancalik.com | 📞 furkanCalik7 | 🌐 furkancalik

“Be the change that you want to see in the world.”

## Summary

I describe myself as a problem solver that seeks opportunities to learn new things, at the same time, constantly improving my skills. I enjoy creating games that feel great to play, with clean code that is easy to read. I thrive on difficult challenges, maybe a little too much sometimes as I have a hard time letting go if I can not come up with a solution during a coding session.

## Education

### Bilkent University

Ankara, Turkey

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Sept. 2018 – May. 2024

- Received a Comprehensive Scholarship awarded to promising students.
- Graduated with High Honors, achieving a 3.5 GPA.

## Work Experience

### TaleWorlds

Ankara, Turkey

GAME DEVELOPMENT INTERN

July 2023 - August 2023

- Contributed to development using Unity, C, Python, and Unreal Engine.
- Created a plugin in Unreal Engine to enable modular design of subpart structures within the game.
- Developed a Python script for automating modifications to part specifications.
- Technical Skills:* Unity, C, Python, C++, Unreal Engine.

### Siemens

Ankara, Turkey

SOFTWARE DEVELOPER (PART-TIME & INTERNSHIP)

January 2022 - July 2024

- Maintained and developed new features for SIGUARD DSA, a large-scale web application.
- Implemented Angular-based UI components and Dockerized Spring Boot microservices.
- Refactored and maintained SIGUARD DSA's Python-based installer for improved efficiency.
- Designed and deployed a full-stack Spring Boot application that automated property file management, integrating with GitLab for seamless collaboration.
- Technical Skills:* Java, Spring Boot, JPA, Hibernate, J2EE, JHipster, Angular, Docker, Microservices, RabbitMQ, Grafana, Prometheus, Zipkin, Linux, Network Systems, Python, Agile, Scrum.

### Aselsan

Ankara, Turkey

PROJECT DATA TAGGING ASSISTANT

March 2022 - May 2022

- Assisted the "Aselsan Natural Language Processing Team" in analyzing misinformation in tweets related to specific news topics.
- Labeled and categorized Twitter data to support machine learning model training.

### Figensoft

Ankara, Turkey

FULL STACK DEVELOPER INTERN (VOLUNTARY)

July 2020 - September 2020

- Developed a full-stack application for managing worker entry/exit data in construction areas using QR codes.
- Technical Skills:* .NET (ASP.NET), HTML, JavaScript, CSS, Bootstrap, Node.js, Vue.js, Git.

## Projects

### Sandrix - Physics-based Puzzle Mobile Game

Ankara, Turkey

PERSONAL PROJECT

Jan 2025 - Ongoing

- Not released yet**
- Developed a unique physics-based twist on classic Tetris, where each falling piece is filled with dynamic sand.
- Implemented a grid-based system where sand influences how blocks settle, break apart, or merge.
- Focused on real-time physics simulations to create new challenges beyond traditional Tetris mechanics.
- Technologies:** Unity, C, 2D Physics, WebGL

Pickup Lines - Mobile Application

PERSONAL PROJECT

Ankara, Turkey  
Jan 2024 - Ongoing

- **Click to view on Google Play**
- Designed and developed a mobile app offering a diverse collection of pickup lines across various categories.
- Implemented features allowing users to explore, favorite, and share pickup lines as images or copied text.
- Published the app on Google Play to gain hands-on experience in app deployment and distribution.
- **Technologies:** Flutter, Dart, Firebase.

Yoldas (Companion) - Final Project

BILKENT UNIVERSITY

Ankara, Turkey  
Sept 2023 - May 2024

- Recognized with the **Social Impact Award** at the 2024 CS Fair for outstanding contributions to accessibility technology.
- Led the development of **Yoldas**, a mobile application designed to assist visually impaired individuals in navigating daily tasks.
- Integrated WebRTC for seamless real-time video communication and deployed the application using Docker on a Digital Ocean droplet, ensuring scalability and reliability.

Skin Cancer Diagnosis - Machine Learning Project

BILKENT UNIVERSITY

Ankara, Turkey  
Sept 2023 - Jan 2024

- Developed a machine learning model for diagnosing skin cancer, comparing SVM, Transfer Learning, Random Forest, and Vision Transformers.
- Focused on evaluating model performance and optimizing diagnostic accuracy.
- **Technologies:** Python, PyTorch, Colab, various machine learning models.

Honors & Awards

2019	<b>Overall Band Score: 7/9</b> , IELTS (International English Language Testing System)	Ankara, Turkey
2018	<b>Ranked 759th Nationwide</b> , Turkey National University Entrance Exam	Ankara, Turkey
2021	<b>5th Place</b> , OBSS Hackathon - First round	Ankara, Turkey
2024	<b>Social Impact Award Winner</b> , Bilkent CS Fair	Ankara, Turkey