

GÖKALP ATEŞ

SKILLS

- C (Intermediate)
- C++ (Intermediate)
- OpenGL (Intermediate)
- GLSL (Intermediate)
- Perl (Beginner)
- Arduino (Intermediate)
- Python (Beginner)
- Advanced English

PROJECTS & ACTIVITIES

Github link for these projects : <https://github.com/gokalpates>

3D CUBE WORLD

A 3D game, consists of cubes. It was my first project to learn 3D programming and I implemented my own basic 3D engine from scratch.

CHESS GUI AND AI

A chess game that has graphical interface and basic AI.

IMAGE TO ASCII

A program that converts images to ascii art.

BASIC GAME PROJECTS

In addition to aforementioned projects, I developed lots of basic games like: Snake, Tic-Tac-Toe, Blackjack, Space Collider, etc.

COMENIUS PROJECT

Comenius is a international cultural exchange program organised by European Union. I have been in Germany, Latvia and Poland with this cause.

ARDUNIO GAME CONTROLLER

A Wireless game controller that can be used as a game controller in games.

EDUCATION

BAŞKENT UNIVERSITY — ANKARA — COMPUTER ENGINEERING

2019 - 2023

GPA: 3.11 / 4.00

NERMIN MEHMET CEKIC HIGH SCHOOL — ANKARA

2014 - 2018
