



Gökhan Perçem

Software Engineer

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ABOUT

I am a software engineering student with a knowledge of languages like Python, JavaScript and C#. Currently pursuing a Software Engineering degree at Kocaeli University.

I am also passionate about creating 3D games in Unity and Godot game engines.

Right now, I am working in T3 AI'LE as a Artificial Intelligence Community Volunteer.

EDUCATION

Kocaeli University

Software Engineering Bachelor's Degree
Ongoing (2nd)



SKILLS

PROGRAMMING LANGUAGES

C, C#, Python, JavaScript

LIBRARIES & FRAMEWORKS

Next.js, Express.js, React, Vite

DATABASE SYSTEMS

PostgreSQL, Firebase

SYSTEMS

Linux, Windows

DESIGN PROGRAMS

Photoshop, Illustrator, Premiere Pro

ACHIEVEMENTS

2023

Teknofest 2023 Competition

Second Place

I got second place in Turkey's biggest technology festival and competition in Education Technologies.

2020 – 2023

National Game Competitions

Game Jam Degrees

Boğaziçi University Game Jam 5th Place

Hacettepe University Game Jam 1st Place

Aydın University Game Jam 1st Place

PROJECTS

Personal Portfolio Site

A portfolio website made with Vite and React.

SearchPrompts - Open Source Full-Stack AI Prompt Lookup Website

A website made in Next.js with serverless structure, using MongoDB.

Fan Translations of Old Games into Turkish

Worked as the head of translation in couple of old console games. Successfully translated them fully into Turkish.

LANGUAGES

Turkish

Native Language

English

C1 Level (EF SET 75/100)