Gökhan Perçem

Software Engineer

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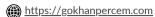
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ABOUT

I am an enthusiastic software engineer with a strong background in multiple languages like Python, JavaScript and C#. Currently pursuing a Software Engineering degree at Kocaeli University.

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

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

EDUCATION

Kocaeli University
Software Engineering Bachelor's Degree
Ongoing

Yücel Boru Science High School
Math & Science

SKILLS

PROGRAMMING LANGUAGES
Python, JavaScript, C# (Unity)

LIBRARIES & FRAMEWORKS
Next.js, Express.js, React

DATABASE SYSTEMS
PostgreSQL, Firebase, MongoDB

ACHIEVEMENTS

2023
Teknofest 2023 Education Technologies Competition
Second Place
Got second place in Turkey's biggest technology festival and competition.

2020 – 2023
National Game Jams
Game Jam Degrees
Boğaziçi University Game Jam 5th Place
Hacettepe 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)