

Huseyin Melih Celik

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Education

Eindhoven University of Technology (TU/e)
B.Sc. in Computer Science & Engineering

Sep 2024 – Expected Jun 2027
Eindhoven, Netherlands

The Koç School
International Baccalaureate (IB) Diploma

Sep 2019 – Jun 2024
Istanbul, Turkey

- Achieved **1st rank nationwide** in Turkey's High School Entrance Exam (LGS) out of over 1 million students.
- Awarded a **100% merit-based scholarship** for a 5-year program including English preparatory year.
- Completed with **Higher Level (HL) courses in Physics, Mathematics AA, and Computer Science**.
- Achieved an overall score of **8.0 in the IELTS Academic** examination.

Experience

AR/VR Development Intern
Reo-Tek

Feb 2023
Ankara, Turkey (METU Teknokent)

- Developed a project prototype using **Unity** and **C#** under the mentorship of senior engineers.
- Gained hands-on experience with the professional development pipeline for AR/VR applications.
- Contributed to code reviews and team meetings, improving collaboration and communication skills.

Projects

Full-Stack Telegram Moderation Platform

- Architected a scalable, API-driven moderation service using **Node.js** and **Express.js**.
- Designed a REST API to handle moderation logic and currently developing a web dashboard with **Vite (React)**.

Pixel Bounce – Mobile Arcade Game

- Led the development of a 2D mobile game from concept to deployment using **Unity** and **C#**.
- Implemented core gameplay and successfully published the application on the **Google Play Store**.

Supermarket Tycoon – Java Application

- Engineered a complete simulation game in **pure Java** without a game engine to strengthen foundational OOP skills.
- Implemented complex game logic and a graphical user interface using **Java Swing/JavaFX**.

Skills

Languages: Java, C#, JavaScript, TypeScript, C++, Python

Frameworks & Platforms: Node.js, Unity, Next.js, React, Express.js, Vite

Tools & Technologies: Git, GitHub, Docker, Linux, REST APIs, Google Play Store

Concepts: Object-Oriented Programming (OOP), Full-Stack Development, Mobile Game Development, AR/VR