Arda Taşyürek

Born on July 28th, 1997

Ankara – Turkey

☎ +90 531 987 07 16

✉ iamardatasyurek@gmail.com

in iamardatasyurek

○ iamardatasyurek

Education

2022. **Computer Engineering**

Kirikkale University

GPA: 2.99/4.00

Skills

C#	●●●●○
Java	●●●●○
HTML&CSS	●●●●○
Unity	●●●○○
Photoshop	●●○○○
Blender	●●○○○

Languages

Turkish	Native
English	B1

Hobbies

○ Watching films and series
○ Reading
○ Meeting my friends

About Me

Graduated from Kirikkale University Computer Engineering Department.Worked on different projects. Currently progressing in frontend development and make game with Unity. Care about code readability and OOP while working. I have a structure that works with all its strength to fulfill the given tasks and is open to innovations and learning. I want to work on projects that will enable me to apply the knowledge I have learned in practice and to improve my existing knowledge by finding the opportunity to work with experienced software developers.

Experience

05.08.2020 – 28.08.2020 **Intern | Kirikkale University**

○ I have developed a FPS game on Unity.
○ I have learned how things work in the game community.

01.07.2019 – 26.07.2019 **Intern | Omedya Bilisim**

○ I have learned web design with Bootstrap.
○ I learned about website design stages.

Projects

Solve The Knapsack Problem Using A Genetic Algorithm | ○

I tried to solve the knapsack problem using a genetic algorithm and I ran the solution with CPU and GPU to compared it.

Solve The Traveling Salesman Problem Using An Ant Colony Optimization Algorithm | ○

I tried to solve the traveling salesman problem using an ant colony optimization algorithm to find the shortest path.

Unity 3D Survival FPS Game | ○

It has many features such as audio, user interface, recoil and reload systems. Used and gained a lot of knowledge about coroutines, animations, most common Unity packages.

Unity 2D Platform Game With a Story

I have learned how things work and experienced 2D game.