

# MEHMET SAHIN

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## PROFESSIONAL SUMMARY

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Passionate software engineer with a strong problem-solving aptitude and extensive experience across various domains of computer science. Proficient in game development, backend systems and web development. Demonstrated expertise in C#, .NET, and C++ through professional projects and academic research. Currently contributing to a casino gaming company, where I develop games and backend systems using the .NET framework, alongside DevOps tasks utilizing GitLab. Adept at working in Agile environments and committed to delivering high-quality, reliable software solutions.

## TECHNICAL SKILLS

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**Languages & Frameworks:** C#, .NET, Unity, C++, JavaScript, HTML, CSS, React, Svelte, Python

**Tools & Technologies:** SQLite, XUnit, NuGet, LINQ, Entity Framework, XML, Visual Studio, Visual Studio Debugger, TeamCity, Git, GitHub, GitLab, AWS, S3, JSON, REST API, Agile Scrum, Postman

## PROFESSIONAL EXPERIENCE

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### Castle Hill Gaming | Software Developer | 6/2023 - Present

- Lead the development of a game, acclaimed as the company's most feature-rich and compact release to date, alongside a universally adopted bonus game, reaching industry standards for engagement
- Spearhead the creation of a robust data security tool, employing advanced SHA-1 hashing algorithm, and PFX file-based digital signatures, to ensure the integrity and protection of critical game assets in the field
- Engineer a comprehensive game management tool, optimizing deployment and maintenance processes for all company game titles
- Collaborate within a team to develop and integrate a new bank system, replacing outdated bank code, to streamline money management within the platform, enhancing financial transactions' efficiency and security
- Complete a project to improve the CI/CD pipeline to build, test, and publish projects as NuGet packages to the registry using GitLab, and successfully tested it to enhance the efficiency and reliability of the deployment process
- ✓ *Demonstrated proficiency in software engineering by completing 4 major projects and multiple bug fixes, utilizing C#.NET, SQLite and XUnit, to deliver reliable and high-performance solutions across all development projects*

### Freelance | Software Developer | 9/2020 - 6/2023

- Developed a multiplayer video game "Puncher" for the Düşlerevi Cartoon Animation Studio in Istanbul as their entry into the video game industry; successfully published the game on Google Play Store
- Designed and created a single-player video game "Animal Match" in collaboration with Hey You Hero Design Studio, published on Apple App Store and Google Play Store.
- Tested and optimized games using Unity Test Framework, Frame Debugger, Profiler, and Coroutines for optimal performance on various devices
- ✓ *Utilized third-party add-ons such as Photon Pun for multiplayer networking, Zenject for dependency injection, and Firebase and local files for data storage*

### BMCC | New York | Peer Mentor & Data Lead | 1/2017 - 5/2020

- Analyzed data from up to 300 participants to draw conclusions on the success of the program
- Led a team of seven data members to improve data entry, recordkeeping and data analysis in the program. As a result, achieved a 30% uptick in mentee survey responses (totaling 92%, up from 62%)
- Support mentees' transition to college by providing academic and personal guidance on a weekly basis.
- ✓ *Awarded as the "Mentor of the Semester" out of 85 mentors*

### BMCC | New York | Supplemental Instruction Leader for C++ | 8/2018 - 5/2019

- Demonstrated knowledge of advanced level programming in C++, including OOP principles and C++ STL
- Assisted professor deliver material to over 30 students for an Advance C++ programming course
- ✓ *Conducted over 400 individual sessions, the most among other Supplemental Instruction Leaders in Fall 2018*

### CUNYCodes | New York | Software Engineer Intern | 2/2018 - 5/2018

- Developed the "homecooked" website, enabling users to cook and sell their cultural meals from their kitchen
- Designed and implemented user stories, tracked progress using tools such as Pivotal and Agile Scrum
- Contributed to a team of 7 developers with varying experience levels and acted as Scrum Master
- ✓ *Utilized MERN Stack (MongoDB, Express, React, Node), AWS S3 and Postman for REST API testing*

## PROJECTS

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### Research projects: (1) Simulation game for ADHD, (2) Online learning | [gooddesignforall.com](http://gooddesignforall.com)

- (1) Developed a video game to simulate the experience of individuals with ADHD and help students understand the importance of accessibility
- (2) Developed a website to study which platforms (mobile or desktop) are most effective in teaching specific subjects especially when there are distractions like music or ads
- ✓ Utilized cPanel for server and site management, JS/HTML/CSS/Bootstrap for frontend, PHP and MySQL for backend, Python for data analyzation

### Assistive Robot for Deaf-Hearing Communication | [tinyurl.com/naorobot-research](http://tinyurl.com/naorobot-research)

- Developed a desktop app and programmed NAO robot using C#, Visual Studio and KinectSDK C++ for recognising American Sign Language as a part of C-Step Research and CIS Department program
- ✓ Researched how technology like Kinect can help ASL speakers communicate with the NAO Humanoid assistive robot to support them in their daily lives

### ChallengeMeUp App | [mixemer.github.io/challengemeup](http://mixemer.github.io/challengemeup)

- Created an iOS & Android productivity app using Flutter to encourage individuals to challenge themselves
- ✓ Utilized Firebase for database and various plugins such as Notification for platform specific features. Deployed on Apple App Store and Google Play Store

### CUNY Data Challenge | [mixemer.github.io/challengemeup](http://mixemer.github.io/challengemeup)

- Ranked top three across 18 teams who participated in the challenge on Kaggle.
- ✓ Utilized Python (Numpy, Pandas, Matplotlib and Scikit-Learn) to analyze NYC Department of Health restaurant inspection data and predict the likelihood of a restaurant passing inspection. Presented solution to data scientists from Point72, Refinitive and Lucena Research.

## EDUCATION

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**BS** | Computer Science | GPA: 3.9/4.0 | Honors | CUNY Brooklyn College

**AS** | Computer Science | GPA: 4.0/4.0 | Honors | CUNY Borough of Manhattan Community College

**Relevant Coursework:** Advance C++ Programming Techniques, Analysis of Algorithms, Theoretical Computer Science, Database Systems, Operating Systems, Computer Graphics, Software Development, Data Structures

## EXTRACURRICULAR ACTIVITIES & AWARDS

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- **First BMCC Hackathon** | Organizer | **2019:** Launched an event sponsored by Wolfram, Google, Amazon and GitHub. Over 100 students and staff attended, 80% first-time participants
- **Goldman Sachs College Collaborative Program** | **2018-2019:** Designed an iOS App that implemented Augmented Reality and indoor mapping to enhance user experience for the Westfield World Trade Center
- **Academic Excellence in Computer Science Award** | **2018-2019:** Given to 1 student per academic year
- **Trailblazer of the Year at BMCC** | **(2018-2019):** Made the greatest impact on the college community