

MUSTAFA GOLEC

Computer Engineer

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EXPERIENCE

Research and Development Engineer

Taşıt Dinamiği Kontrol Teknolojileri A.Ş.

Oct 2023 – Present Bursa, TR

- Performing real-time vehicle driving and dynamic tests with various scenarios using CarMaker/TruckMaker
- Preparation of technical data and reports of simulations
- Preparation of instruction and user manuals for simulations
- Learning Simulink for designing and configuring models for simulations
- Making vehicle models and preparing environments for simulation environments.
- Autonomous driving simulations with the AWSIM project on Unity using ROS2 on Ubuntu
- Making 3D animations of company products to be exhibited at fairs

Computer Engineering Intern

TURKER YAZILIM

Jun 2022 – Aug 2022 Bursa, TR

- Established an alternative web site for the product of the company "MÖBLESİS"
- In-mail HTML ad page coding for advertising purposes
- Relation with customers
- Full-Stack Web Development

EDUCATION

Kutahya Dumlupinar University, Turkey

Computer Engineering

Sep 2019 - June 2023 Kutahya, TR

PARTICIPATIONS

Game Jam Event

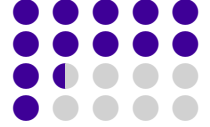
PURA GAME JAM'23

May 2023

A Hyper Casual Android game was made in 48 hours with a team of 5 members.

LANGUAGES

Turkish
English
Russian
German



TECHNICAL SKILLS

Innovative Creative design Quick solution
Project management Complex problem solver

C# Unity Simulink Ubuntu React
Node.JS MongoDB JavaScript HTML5
CSS3 Bootstrap

CERTIFICATES

Unity C# Mobile Game Development: Make 3 Games From Scratch

Udemy

July 2022

Beginner's Frontend Web Development

Patika.dev

May 2022

REFEREES

Asst. Prof. Emre Gungor

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PROJECTS

Gunfight Simulator

Unity Engine / C#

A First Person Shooter game project which aims to provide high quality gameplay. It is still being actively developed in order to provide great gameplay quality as well as advanced mechanics that give the player freedom of gameplay.

- Platform : Windows
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Driver

Unity Engine / C#

The game is a game project where you will avoid hitting the obstacles that appear in front of you on the endless road. It also includes various challenges, maps and difficulty levels to add color and fun to the gameplay, as well as providing superpowers to support the player.

- Platform : Android / IOS
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Project : Unadapted

Unity Engine / C#

2D Platformer game with various mechanics. Besides basic movements, a save and load system, various animations and visuals, parallax background etc., it has many gameplay features.

- Platform : Windows
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Golec Aricilik

Full-Stack Website

An E-Commercial site project about bee products. Alongside the products, the site offers its users information about beekeeping.

- Platform : Desktop & Mobile (Responsive)
 - HTML, CSS, Bootstrap, JavaScript, Node.js, Express.js and MongoDB
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Bildir-Kurtar

Front-End Website

The site is designed to report and display missing persons in case of earthquakes and possible natural disasters.

- Platform : Desktop & Mobile (Responsive)
 - HTML, Bootstrap
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PUBLICATIONS

- Golec, M., Gill, S. S., Golec, M., Xu, M., Ghosh, S. K., Kanhere, S. S., ... Uhlig, S. (2023). Block-FaaS: Blockchain-enabled serverless computing framework for AI-driven IoT healthcare applications. *Springer - Journal of Grid Computing* (2023).
- Golec, M., Golec, M., Xu, M., Wu, H., Gill, S. S., Uhlig, S. (2024). PRICELESS: Privacy enhanced AI-driven scalable framework for IoT applications in serverless edge computing environments. *Internet Technology Letters*, e510. Wiley - Internet Technology Letters (2024)