SAMET ATAÇ

Date of birth: 01/08/1999

Nationality: Turkish

Gender: Male

CONTACT

📍 Kyk dormitory, Gölbaşı Ankara 06830 Ankara, Turkey **(Home)**

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🌐 https://sametjr.github.io/my-portfolio-1/

in www.linkedin.com/in/sametatac

ABOUT ME

As someone who grew up playing with Legos and has been fascinated by physics and machines since elementary school, I was very intrigued by the combination of software and visualization when I started university. Throughout my academic career, I have developed my skills in 3D planes, vectors, physics engines, and linear algebra, and I have enjoyed combining my software knowledge with my experiences. I am always ready to step out of my comfort zone to find new or much better solutions to existing problems, not only by building upon what already exists, but also by approaching them from entirely different perspectives.

WORK EXPERIENCE

Programmer Upwork

I reimplemented a 2D platformer game in unity.

Translator Upwork

I translated a document about COVID-19 written by scientists from English to Turkish.

EDUCATION AND TRAINING

Computer Engineering Ankara University

Address Ankara Üniversitesi Gölbaşı Kampüsü, Ankara, Turkey | **Final grade** 3.58

26/11/2022 – CURRENT

Game Developer Trainee Google Game and Application Academy

Website https://oyunveuygulamaakademisi.com/

LANGUAGE SKILLS

MOTHER TONGUE(S): Turkish

Other language(s):

English

Listening	Reading	Spoken production	Spoken interaction	Writing
C1	C1	B2	B2	B2

DIGITAL SKILLS

GAME DEVELOPMENT

Game Development (Unity Game Engine - C#) | C Programming Languages | Adobe (Adobe Photoshop, Adobe Illustrator, Adobe | Blender (3D)

VERSION CONTROL TECHNOLOGIES

Github | Plastic SCM

OTHERS

React (front-end) | HTML CSS JavaScript | NodeJS | Canvas JS

ADDITIONAL INFORMATION

Organisational skills

University Society I gave a lesson on basic front-end design to a society at our university called YAZGİT. I was a board member of the web development group in this society.

University Society I am an active member of the Physics Development Society (FIZGET). I was one of the organisators of Sci-Tech (an event to make everyone love physics) event.