

## PERSONAL INFORMATION Buğra Turagay



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Sex Male | Date of Birth 30/07/1994 | Nationality Turkey

Driving Licence B | Military Service Completed

## WORK EXPERIENCE

### REO-TEK (INTERN) (06/2016-07/2016)

Work experience on Game project.  
I had experience how to use Unity Game Engine. I did some tutorial projects to learn this game engine. After that, me and my graphic designer team worked together on a project which consists the Dinosaur Pattern Game. I took part in the creation of interface software process and prepared script for the assets of the Dinosaur Pattern Game project with Unity. I worked with a graphic designer team in the same project and also had a chance to understand the importance of teamwork in the business and engineering projects.

### MEKOPTRONİK (INTERN) (06/2015-07/2015)

Work experience on Rotary Electric Encoder project.  
The project was about servo motor position, velocity and acceleration reading. I had a chance to experience working in a company as an engineer and understood the responsibilities of a worker. I also practiced many different items about the design of graphical user interface system. Besides gaining software experience, I also gained experience about C# programming language and had idea about its importance in designing graphical user interface for Rotary Electric Encoder system. I also had a chance to use my knowledge gained from digital design, microprocessor and many other courses. The internship was also good as it was my first internship and helped me to increase my engineering skills.

### DS BİO ve NANO TEKNOLOJİ ÜRÜN TAKİP DOĞRULAMA İÇ ve DIŞ TİC.A.Ş. (11/2019-)

Work experience on Gübre Takip Sistemi and E-Reçete projects.  
I was working E-Reçete project as Developer and working with .NET Framework after that I am working Gübre Takip Sistemi project as Test Engineer.  
Gübre Takip Sistemi and E-Reçete projects are about agricultural development. I am using Functional Testing and Non-Functional Testing methods. Our software team using Azure DevOps Integrated development environment(IDE).

Used technologies:

Microsoft SQL Server Management Studio (SSMS)

Microsoft Visual Studio (C#)

## EDUCATION AND TRAINING

ATILIM UNIVERSITY  
Software Engineering  
(2012 – 2018)

C, C++, C#,  
Unity, 3D modeling, Animation and Game Design,  
Object Oriented Systems Analysis and Design,  
Fundamentals of Database Systems,  
Managing Software Requirements,  
Software Project Management,  
Software Quality Assurance,  
Software Testing

### 2017-2018 Graduation Project - Color Detection System

The voice color reader detect the color of an object with a robot and give voice the color to the user according to the color. The project not only help young children to learn colors easily and greatly improve their learning skills but also contribute to the teaching system with the fact that it is an educational system.

Color Detection System would execute the following two functions:

1. Color detection with using RGB color sensor.
2. SD electronic circuit card to give an output as an audible sound with speaker.

- Used technologies : C programming , Arduino programming
- Project Advisor : Asst. Prof. Dr. Cansu Çiğdem EKİN

## PERSONAL SKILLS

Mother tongue(s) Turkish

Other language(s) English (B1+) - Atılım University Proficiency