

# Yeter Tuğba Çetin

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## OBJECTIVE

I am a junior software engineer who wants to use the academic knowledge of the software development discipline with the organisation and project management skills that I have obtained from the previous work experiences.

## EXPERIENCE

### Turkish Aerospace

Human Machine Interface Design Engineer

06/2020 -  
Current

- Software Development using C# and .Net Framework.
- System and Requirement Engineering Activities with Doors and 3D Experience
- Human Machine Interface Design and Prototyping using Vaps XT
- Human Machine Interface assessments using Virtual Reality in Unity 3D
- Military and Software Standard Awareness related with Human Factors and Human Machine Interface such as: MIL-STD-1472G/H, MIL-STD-2525, ARINC-661, DO-178C
- Virtual and Augmented Reality studies using Unity 3D
- Various military aviation, avionics and human factors trainings

### Turkish Aerospace

Intern

11/2019 -  
05/2020

Software development using C#, .Net Framework, and Unity 3D to communicate with different sensors such as eye tracker, and hand gestures in Virtual Reality.

### Animation Technologies and Game Development Center (ATOM)

Intern

07/2019 -  
09/2019

Mobile and desktop game development using Unity 3D, C# and Blender.

### Taleworld's Entertainment

Intern

06/2019 -  
07/2019

Mount and Blade 2: Bannerlord Campaign development using C# language.

## EDUCATION

### Hacettepe University, Ankara, Turkey

2021 - Current

Computer Engineering / Master's Degree  
3.86 / 4.00

### Ankara University, Ankara Turkey

2016 - 2020

Computer Engineering / Bachelor's Degree  
3.50 / 4.00

## SKILLS

Unity 3D, Visual Studio

C#, .Net Framework, WPF, JSON

Vaps XT, XML

Requirement and Document Management using IBM Doors, Magic Cyber, and 3D Experience

Git, Tortoise SVN, Azure Cloud, Jira, Asana

Python

Adobe Photoshop, Adobe Illustrator

C++

HTML, CSS

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## PROJECTS

### Automation of Liver Segmentation in Computer Tomography Images

Using different image segmentation techniques to advance and increase the usability of automated liver segmentation in an industrial product that is being used in hospitals.

### House Renovation

3D desktop/mobile game developed in Unity 3D.

### Wee Games

A 2D virtual console game that presents a library for old famous games.

### EVA

A sensor tracking and monitoring through local network using C# Winforms and WPF

### Human Machine Interface Prototyping

Design actuation and usability tests for aircraft cockpit software interface

### Blur Fraud Detection in Edited Photos Using Deep Learning

Detecting the blurred and smoothened areas in photos

### Chicken Attack

Java-based 2D desktop game

### Memory Game

A number memorization game that is developed using Python

### Scene Object Extractor

A 3D photo studio to create icons out of 3D objects for inventory systems.

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## LANGUAGE

Turkish (Native Language)

English (Work Proficiency)

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## INTERESTS

Playing Guitar

Watching Golden Era Movies

Cycling

Charcoal drawing