# Uğur Cibaroğlu

COMPUTER ENGINEERING STUDENT



#### **Détails**

- 22 years old
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## Languages

**Turkish** 

**English** 

#### **OS/IDE Skills**

**Android Studio** 

Intellij IDEA

**GNU/Linux** 

### **Seminars And Courses**

## Akademik Bilisim 19

Music Production in GNU / Linux Environment

## Akademik Bilisim 18

Ruby 101

#### **Linux Summer Camp 2015**

Linux System Administration 101

## **Hobbies And Interests**

#### **Video Games**

I play lots of games.

## **Electronic Music**

I am interested in game music and sounds.

#### **Profile**

I am a Computer Engineering student at Karabük University. I have entered the software world with web technologies and I'm interested in web technology for 2 years.

When I was tired and bored of the web and CRUD apps, I wondered about developing games. I'm learning Java and LibGDX. Also I wondering How to develop a game engine, game physics and computer graphics.

#### **Education**

Since 2013

**Bachelor Degree** 

Karabük University Karabük/Turkey

# **Professional Experience**

August 2016 - August Intern

Unity3D

Prosense LTD İstanbul/Turkey

My internship was about:

- -Microcontrollers like PIC.
- -C language in embedded systems.
- -PHP and MySQL used CRUD Apps to organize company inventory.

## My Skills And Things I'm Curious About

	I want to learn unity as high-end game engine.
Java SE	I'm learning java for mobile game programming
LibGDX	I'm interested in LibGDX.
Ruby	I learning and use ruby as script language.
Ruby On Rails	I learning and use rails for web development.
PHP	I quit PHP but a language I once used a lot.
C\C++	
MySQL	