
SUMMARY	<p>I believe the code is not just something that works, it should be readable, maintainable and testable. Because it has its own life cycle and machine will understand everything if it's in correct syntax but the developers will be reading the code many times. I am experienced with most of the software development tools and methodologies including Scrum, Git, TDD, continuous integration for mobile platforms and have a good command of graphical design tools such as Photoshop.</p>
EDUCATION	<p>Oulu University, Oulu, FI</p> <p>M.Sc., Artificial Intelligence, September 2017 (ongoing)</p> <p>Izmir Institute of Technology, Izmir, TR</p> <p>B.S., Computer Engineering (taught in English), January 2016</p> <ul style="list-style-type: none">• GPA: 3.30/4.0• <i>Thesis: Application of Artificial Intelligence on a Platformer Type Game Based on User Experience</i>• Advisor: Selma Tekir, Ph.D <p>Jönköping University, Jönköping, SWE</p> <p>Exchange Student, Fall 2014</p> <ul style="list-style-type: none">• <i>Studied courses: Agile Project, Android Development.</i>
WORK EXPERIENCE	<p>Research Assistant, University of Oulu February 2018 - Present</p> <p>Research activities and open-source Android library development on various mobile sensors using Kotlin language.</p> <p>Software Developer, ROHM Semiconductor Oulu April 2018 - August 2018</p> <p>As a part-time developer, have worked on Windows application development using XAML with CSharp.</p> <p>Software Developer, Digitoy Games January 2015 - September 2017</p> <p>Have worked on front-end game programming using mostly Haxe alongside with Java, javascript, C++, and Objective-c for our native codes, and also on release engineering. With a small compact team we have developed four game titles with over 1 million downloads in total.</p> <p>Intern, Reo-Tek Summer 2013</p> <p>Summer internship about scripting in Unity3D.</p>
PROFESSIONAL WORK	<p>Digi Okey, Digitoy Games Late 2016</p> <p>A template version of our other title 'Okey Extra'. Using this template we made three other titles to replace two out-dated games Rakkip Okey and Tekel Okey, and a new one called Can Okey.</p> <p>Yuzbir Extra, Digitoy Games Early 2016</p> <p>A social casino board game developed using Haxe, and available on Facebook, App Store, and Play Store. 101 Okey is a popular Turkish board game based on Rummy. During the development, I was the lead front-end developer in charge of code design and implementation.</p>

Poker Extra, Digitoy Games Late 2015

A Texas Hold'em poker game. I had the role of the single front-end developer during the development and I was in charge of all aspects of the code. Poker Extra is currently available on Facebook, App Store, and Play Store. I was in charge of maintaining the game regularly and keeping the code up-to-date.

Okey Extra, Digitoy Games Early 2015

A social casino turkish board game similar to Rummy. I was one of the front-end developers in the project programming using haxe. After the release of the game and to the end of my employment, I was maintaining bug fixes and visual design updates.

INDEPENDENT
WORK

Dawn 2015

The implementation of my thesis work, a platformer game based on the user context. It adjusts the difficulty of the environment, AI, and even add or delete some game mechanics during the gameplay without any predefined setting in the traditional sense (ex. easy, medium, hard).

Paper Plane Challenge 2014

An 8-bit arcade game and written with C++ using Cocos2d-x and Box2D.

The Longing 2014

A 2D platformer-puzzle-skill game written in Java using LibGDX and Box2D in 48 hours starting from scratch. This game is developed for a Game Jam event called BuildUp 2014.

Bomberman Clone 2014

A clone of the Bomberman as a course project. Game is written using Java language and Slick2D library.

Portal Prisoner 2013

An 8-bit puzzle-adventure game inspired by Valve's 'Portal' and written using C++ language, Cocos2d-x and Box2D libraries.

SKILLS

Languages: Turkish (mother tongue), English ([IELTS 7.0/9.0](#))

Programming Skills, Technologies and Tools:

- Haxe
- C/C++
- Python
- Kotlin
- Tensorflow
- Testable and maintainable code
- Jira
- Photoshop
- Javascript
- Java
- SQL
- Docker
- Continuous Integration
- TDD
- Git
- Bash