

# BURAK ÇETİN

## Software & Game Developer, Hobbyist

📍 Istanbul, Turkey    ✉ burakcetin435@gmail.com    ☎ +90 5054454966  
in linkedin.com/in/brkctn

🌐 bccetin.github.io    🌐 github.com/bccetin

## SKILLS

### General Knowledge

Game Development    OOP    Data Structures & Algorithms  
AI & Machine Learning    Robotics & Electronics  
Competitive Programming

### Highly Experienced

C/C++    Unity3D    C#    Java    Unix Shell/Bash    Python  
Arduino & Electronic Components

### Experienced

Unity3D (ML-Agents)    Unity3D (Custom Editors)  
Jekyll & Liquid    Squib    Markdown    MATLAB & Octave  
OpenCV

### Knowledge

Linear Algebra    Git/GitHub    A86 Assembler    HTML5  
CSS3    Ruby    Scheme    JavaScript    Prolog  
Adobe Photoshop    LaTeX

## PROJECTS & PARTICIPATIONS



### TUBITAK(The Scientific and Technological Research Council Of Turkey) National Science Olympiads in Informatics

- Silver Medal - 2015 (Top 6)
- Bronze Medal - 2014 (Top 18)
- Bronze Medal - 2013 (Top 18)



### TUBITAK Computer Science Camps

- National Olympiads Summer Courses 2013,2014,2015
- International Olympiads Winter Courses 2014,2015,2016



### KTANE Mod Developing

- Developed several game mods for the game "Keep Talking and Nobody Explodes". (Source codes available on GitHub)



### Hackaboom

- Won a Special Jury Prize in a Hackathon hosted by Zeplin.



### ChordRunner

- Created a real-time music creation program using hand movements in PureData.



### Global Game Jam 2017 & 2018

- Participated at the jam site GGJEGE. (globalgamejam.org/users/clutterarranger)



### Tag Rocket

- Developed and released an infinite sidescroller game for mobile, named "Tag Rocket", for a CompeC event.

## WORK EXPERIENCE

### 📷 Software Developer

📍 CosmoDot

📅 May 2021 - August 2022

- Took part in the R&D of the `cdot` decoding library.

### ⚡ IoT Engineer

📍 LocalGhost

📅 June 2020 - May 2021

- Worked on several IoT project based around collecting sensor data.

- Provided hardware solutions to multiple IoT projects.

### ✍ Student Trainee

📍 VR-Masters

📅 June 2018 - August 2018

- Worked on an IoT mug prototype which broadcasts temperature sensor data.

- Learned using ESP8266 to create a simple web server.

- Used Unity's ML-Agent library to create a learning environment prototype.

## TEACHING EXPERIENCE

### 🎮 Unity3D Game Development Workshop - Instructor

📍 Koc University IEEE Club

📅 October 2017

📍 Bogazici University IT Club (CompeC)

📅 October 2017 and November 2016

📍 Bahcesehir University IEEE Club

📅 December 2017

### 💻 Computer Engineering 150 Courses - Assistant

📍 Bogazici University Engineering Faculty

📅 October 2016 - August 2019

## EDUCATION

### Bachelor of Computer Engineering

📍 Boğaziçi University

📅 September 2016 - February 2023

### Extracurricular Courses

- Machine Learning (Coursera)
- Introduction to Robotics (Boğaziçi University)
- Graphic Novel & Comics (Boğaziçi University)
- Advanced Graphic Novel & Comics (Boğaziçi University)
- Theory of Musical Sound (Boğaziçi University)