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Mertcan Akardere

Software Engineer, Unity Developer

Self-driven developer, with strong academic background on good programming practices, and broad self-taught skills. Curious to learn new things from every field. Driven to create new products by learning and combining the latest tools available.

SKILLS

Programming

Java
C#
C++
Android
Scheme
SQL

Tools

Unity
Eclipse
Visual Studio
Atom
Version Control
Agile Methodologies
Trello

Web Development

Gatsby
HTML
CSS
Javascript
Node.js

Languages

English (fluent)
Turkish (native)

EDUCATION

Koç University 9/12 - 8/19

B.S. in Computer Engineering

- Learnt good practices of programming like abstraction barrier, design patterns.
- For group projects, used UML diagrams, version control system, waterfall and agile methodologies.

INTERESTS

- Story-writing
- Video essays about game design & cinematography

PROJECTS

Intelligent User Interface for Level Design 2/19 – 6/19

Created an interface to create and edit objects using voice commands with natural language, and by pointing at a screen. Implemented methods for placing objects relative to others. Defined prefabs can be expanded in UI. Supports controllers. Viable for VR. [Project Page](#)

(Unity, C#, Microsoft LUIS, Leap Motion)

Leap Motion Operator 2/18 – 6/18

Defined two methods to control a vehicle using hand gestures. Programmed physics and abstract vehicle controls and attached them to sensors set up. User could navigate by holding according hands forward or by pointing at a direction. Also implemented dead zones for stability. [Project Page](#)

(Unity, C#, Leap Motion)

ACTIVITIES

Peak Games Unithon 3/18

- Designed a game product plan and marketing strategies as a group.
- Awarded first place team among a dozen groups of seven.

Computer Club, President 9/13 – 6/14

- Organizer in a nationwide coding competition Kodla Türkiye with dozen groups of 1-3 members. Various seminars were held by the invited guests and sponsors like Microsoft for the contestants.
- Voluntarily tutored programming classes for peers.

Özyeğin University Game Workshop 1/10

- Lectured on gaming and console history, and upcoming technologies by the makers of Culpia Innata.
- Designed and produced a game as a group of two. (*Processing*)

EXPERIENCE

E&M Computer 8/16 – 9/16

Database Programmer Intern

Designed a database according to customer demands. Implemented end-user friendly interface to interact with the database. Featured checks for data integrity, informative error message and exporting to Excel.

(SQL, C#, Microsoft SQL Management Studio, Microsoft Visual Studio)

MBIS 8/15

ABAP Programmer Intern

Worked on an SAP database to produce ALV forms. Implemented filters with user input, navigation buttons and interactive columns. Defined custom data types. Created SmartForms to display data in a printable format from various tables, displayed sums, and added barcodes.

(ABAP, SAP R/3)