

Anıl Berdan Ceylan

Mail Portfolio Github LinkedIn

EDUCATION

- **Middle East Technical University** Ankara, Turkey
Bachelor of Science in Computer Engineering 2020 – 2023
- **Middle East Technical University** Ankara, Turkey
Bachelor of Science in Electrical and Electronics Engineering (Not Finished) 2017 – 2020

EXPERIENCE

- **Guul Games** Talinn, Estonia (Remote)
Junior Software Engineer (Part-Time) Sep 2022 - Present
 - Developing and deploying various apps for Slack using **Javascript**.
 - Utilizing **Slack API** and creating company API to link a connection between the games and the company's internal platform and enabled users to play games directly from Slack.
 - Designing and implementing API and logic to perform **CRUD** operations in **C#**.
 - Building solutions for programming challenges using agile methods and suitable architectural patterns.
 - Working collaboratively with designers and engineers in a fast paced start-up environment.
- **Hub21** London, England (Remote)
Game Development Tutor Jan 2022 - Present
 - Tutoring students in game development using **Construct3**, **Unity** and **C#**, resulting in successful completion of projects and a better understanding of game development concepts.
 - Developed and delivered curriculum and lesson plans for game development classes.
- **Guul Games** Talinn, Estonia (Remote)
Software Engineer Intern July 2022 - Sep 2022
 - Developed a Tic-tac-toe game using **ReactJS** as an introduction to the technology.
 - Implemented real-time communication using **socket.io** for the **multiplayer** Minesweeper game.
 - Participated in code reviews and collaborated with team members to ensure compatibility and performance of the system.
- **Buyutech** Ankara, Turkey
Embedded Software Engineer Intern Aug 2021 and Oct 2021
 - Developed and implemented **drivers** for various sensors using **C** on an embedded platform.
 - Utilized **Git version control** system for managing and maintaining the codebase.

PROJECTS

- **MobiSafe Mobile App**: Creating a driver tracking app. It gathers information from phone sensors such as accelerometer, gyroscope and using **Machine Learning** model it creates score for safe and economic driving.
- **Controller Game**: As participants of Monster Gaming Lab we created a full 2D comic type platformer game by implementing various design patterns like **Singleton**, **Decorator** and **Strategy**, with my team.

PROGRAMMING SKILLS

- **Languages**: : Javascript, C++, C#, C, Java
- **Concepts and Techs**: : React, Unity, Socket.io, .NET, Git, OOP, Design Patterns

EXTRA-CURRICULAR ACTIVITIES

- **METU Sailing Team** Ankara, Turkey
Licensed athlete at Middle East Technical University Sailing Team 2019 - Present
- **Scuba Diver** 2016 - Present
2 Star CMAS Licensed Diver