

Mehmet Çalıkoğlu

+90 506-889-0938 | memocaldev@gmail.com | memocaldev.com | github.com/memo12210

Education

Dokuz Eylul University
BSc in Computer Engineering

Izmir, Turkey
Aug 2023 – Aug 2026

Experience

Game Developer Intern

Jul 2026 – Present

Furtle Game

Izmir, Turkey

- Designed and implemented a playable prototype of the Mafia Life game in Unity using C#, building core gameplay mechanics, an event-driven system for game state, and UI interactions
- Applied MVC architecture to separate gameplay logic, presentation, and user input for improving maintainability
- Collaborated with a team of six designers/developers to integrate various gameplay features and assets over 4 weeks

Software Engineer Intern

Aug 2024 – Sep 2024

Optimimax

Izmir, Turkey

- Developed a Unity-based digital twin application to visualize real-time factory operations, translating live sensor and machine data into a 3D simulation
- Integrated REST API endpoints to stream live production data with low latency, allowing users to monitor factory metrics in real time
- Designed the software architecture using SOLID principles to improve modularity and maintainability

Projects

Smart Greenhouse Monitoring System | C++, Python, Flutter, PostgreSQL, Docker

Oct 2025 – Jun 2026

- Engineered embedded firmware for an ESP32 microcontroller in C++, implementing a finite-state-machine architecture across concurrent FreeRTOS tasks to manage telemetry, connectivity, and fault states
- Applied Test-Driven Development (TDD) within the firmware layer to validate sensor behavior
- Used the MQTT protocol for real-time transmission of temperature, humidity, and CO₂ readings from the microcontroller to the backend
- Built a machine learning system using Random Forest Regressor to predict crop yield from sensor data, achieving an R^2 score of 0.82

Scopapilia | C#, Unity, Git

Jun 2025

- Developed a 2.5D horror game in 48 hours during a game jam, which won the 3rd place out of 20 teams
- Designed and implemented core gameplay systems including player movement and audio interactions
- Collaborated in a small team of four, using Git for version control to rapidly prototype and deliver an enjoyable gameplay experience

Bitty Witch | C#, Unity, Git

Jan 2025

- Developed a 2.5D crafting game featuring resource collection and potion mechanics
- Implemented crafting logic, dialogue systems, and multiple interactive minigames
- Collaborated with a team of five to design and deliver a polished gameplay experience within 48 hours

Pizza Delivery 3D | C#, Unity

Dec 2022 – Feb 2023

- Developed a hypercasual 3D game centered on item collection and obstacle avoidance mechanics
- Implemented core gameplay loop including player input handling, collision detection, and scoring systems
- Designed prototype levels with increasing difficulty to demonstrate gameplay capabilities

Technical Skills

Languages: C/C++, C#, Rust, Python, JavaScript

Frameworks: FastAPI, .NET, React, Flutter

Game Engines: Unity, Unreal Engine, Godot

Developer Tools: Git, Docker, Linux, PostgreSQL