Mehmet Çalıkoğlu

SUMMARY

Motivated and detail-oriented Computer Engineering student with a strong focus on game development and software development. Adept at designing, developing, and testing innovative software solutions, with hands-on experience in various programming languages and game engines. Eager to contribute technical expertise and creative problem-solving skills to dynamic development teams.

KEY SKILLS

C/C++	Unity, Godot, Unreal Game Engine	Algorithm design
C#, .NET	FMOD Audio Middleware	Optimization methods
Java	PostgreSQL	Version control (Git)

EXPERIENCE

OPTIMIMAX   **Aug 2024 - Sep 2024**
Software Developer (Intern)
- Designed and developed a digital twin concept using Unity.
- Enabled real-time data integration by establishing connection with the Optimimax Web API.
- Acquired knowledge of programming principles, such as SOLID to ensure maintainable code.

HARBY GAMES   **Nov 2022 - Feb 2023**
Unity Game Developer (Voluntary)
- Designed and developed a hyper-casual game prototype, "Pizza Delivery 3D"
- Contributed to shader programming and VFX design on various projects.
- Gained hands-on experience in implementing software design patterns such as Singleton and Observer.
- Improved knowledge of mobile optimization.

EDUCATION

DOKUZ EYLUL UNIVERSITY (2023 - Present)
BSc of Computer Engineering

ESKISEHIR OSMANGAZI UNIVERSITY (2020-2023)
BSc of Computer Engineering

CONTACT

📞 +90 (506) 889 09 38

✉ memocaldev@gmail.com

🌐 www.memocaldev.com

in linkedin.com/in/mehmetcalikoglu