# E. Berke Karagöz

Passionate about programming, creativity and games.

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## **EXPERIENCE**

Data Market, Istanbul — AR / VR Development Intern JUN 2019 - SEP 2019 — 4 mos / <u>DataMarket.com.tr</u>

Developed a dynamic training application (as PoC) for GearVR, for our digital channel marketing and product management unit with Unity using C#, ShaderLab, Regex, Android SDK and Oculus SDK. Trainings can be created via the admin panel on desktop and can be synchronized with all devices with support. Transactions were made with PHP, JSON and MySQL.

# ESL Gaming — Volunteer Staff Referee

NOV 2018 - PRESENT / ESLGaming.com

- Global volunteer referee for Counter-Strike and Quake section.
- Administered leagues, cups and ladders.
- Provided player support

Ancha Space Technologies — Volunteer Mechanical Designer

NOV 2017 - DEC 2018 — 1 yr 2 mos / Ancha.Space

- Designed wheels which can stand in extreme conditions of Mars and space, the connection between the wheels and the motors with Autodesk Inventor.
- Prepared documents related to designs.

### **EDUCATION**

Bilkent University, Ankara — Bachelor of Science 2017 - 2021 (Expected) / Bilkent.edu.tr

- Computer Technology and Information Systems Recent CGPA: 3.23
- Esports Society (Event Coordinator), Information Security Society (Graphics Coordinator)

English High School for Boys, Istanbul — High School Diploma

2014 - 2017 (Transferred from Fenerbahçe Anadolu Lisesi 2013 - 2014)

# **SKILLS**

- C, C#, Java, GLUT (OpenGL Lib.), PHP, SQL, JavaScript, R
- CCNA Introduction to Networks, CCNA Routing and Switching Essentials, Mobile Application
- Unity, Android Studio, Adobe Photoshop, Oracle SQL Developer, Autodesk Inventor

### **CERTIFICATIONS**

- Core Interaction Programming (by Unity): Coursera T6XU577AP8WM
- The Fundamentals of Digital Marketing: Google KKW KH6 ZLA

## **PROJECTS**

- 2D Simulations and Minigames with OpenGL GLUT
- Sponsorship Matching Platform Software Design
- Data Market VR Training Proof of Concept Application with Unity
- Local Rent-a-Car System with Java GUI

# **HOBBIES**

Competitive Gaming, Formula 1, Designing, Music, Goalkeeping, Peripherals, Cinema