BERZAN ULUDAĞ

Software Engineering Student

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PROFESSIONAL SUMMARY

Senior Software Engineering student at OSTİM Technical University (100% English curriculum, GPA: 3.13 / 4.00). Focused on Python, C++, C#, and JavaScript, with published commercial titles across PC and mobile on Steam and Google Play Store. Completed engineering internships and award-winning projects in autonomous robotics (ROS 2/Gazebo), cybersecurity, and SQL databases; dedicated to delivering scalable, high-performance software solutions.

EDUCATION

OSTİM Technical University — B.S. in Software Engineering 2022 — 2027 (Expected)
Cumulative GPA: 3.13 / 4.00 | Instruction Language: 100% English (B2)

TECHNICAL SKILLS

- **Programming Languages:** Python, C++, C#, JavaScript, C, HTML5, CSS3, SQL
- **Game & Simulation:** Godot Engine 4 (3D/2D), Unity Engine, ROS 2, Gazebo Simulator, Odin Inspector
- **Design & Web:** Figma (UI/UX), Node.js, HTML5, CSS3
- **Engineering & Tools:** OOP, Git, GitHub, Data Structures & Algorithms, Linux (Ubuntu)

FEATURED PROJECTS

INTERRED — 3D Atmospheric Psychological Horror Game (TeamHusk) **[Steam Store Page]** *Godot Engine 4, GDScript*
- Architected and developed a first-person 3D atmospheric psychological horror game in TeamHusk; launched official Steam page and playable demo.
- Implemented interactive environmental physics, puzzle systems, and dynamic AI patrol/chase mechanics.
- Engineered scene level-streaming and performance optimizations ensuring stable 60 FPS gameplay across mid-to-low tier hardware.

BlockLine Puzzle — Mobile Casual Puzzle Game **[Google Play Store]** *Unity Engine, C#, Google AdMob*
- Engineered core game loops, UI/UX layouts, and 8x8 matrix block-placement algorithms from scratch, successfully publishing on Google Play Store.
- Integrated Google AdMob monetization SDKs, local data persistence architecture, and mobile memory/battery optimizations.

Autonomous Industrial Inspection Robot — HSD Hackathon 1st Place Winner *ROS 2 Humble, Gazebo, Python, C++*
- Simulated autonomous facility inspection pipelines in Gazebo using SLAM, autonomous path planning (Nav2), and sensor fusion algorithms.
- Awarded 1st Place among engineering teams by the official jury at the OSTİMTECH HSD Hackathon.

WORK & INTERNSHIP EXPERIENCE

Omedya A.Ş. — Game Developer Intern Nov 2026 — Present
- Started as a game developer intern and continue building games with Unity.

Software Persona / TNC Group — Software Engineering Intern & Project Developer Apr 2026 — May 2026
- Completed rigorous hands-on tracks in Relational Databases (SQL), Modern JavaScript, UI/UX (Figma), and Mobile Architecture.
- Delivered an end-to-end software product featuring modular architecture and Git version control, earning an official corporate recommendation letter.

Omedya A.Ş. — Game Developer Intern Jan 2026 — Feb 2026
- Engineered 3D platforming and adventure game mechanics (zipline, physics-based jump systems, dynamic obstacles, and triggers) using Unity and C#.
- Designed custom editor workflow tools via Odin Inspector, implementing character controllers and scene prototyping.

Robotum Bilisim — Robotics & Coding Instructor May 2025 — Mar 2026
- Taught foundational algorithmic thinking, programming constructs, and hands-on robotics systems to student groups.

Oditron Technology Inc. — Cybersecurity Intern Jun 2025 — Jul 2025
- Conducted field research on enterprise network infrastructure, attack vector methodologies, and ISO information security compliance.

COMMUNITY & VOLUNTEERING

OSTİMTECH GDSC (Google Developer Student Clubs) — Technology & Software Coordinator Oct 2025 — Jul 2026
- Coordinated technical workshops, developer seminars, and university-wide hackathons, leading technical curriculum planning and mentoring student developers during GDG CORE '25.

HONORS, CERTIFICATIONS & REFERENCES

- **1st Place Award:** OSTİMTECH HSD Hackathon (Autonomous Inspection Robot Project), 2025
- **R&D Grant / Support:** TÜBİTAK 2209-A — ROS 2-Based Autonomous Mapping UGV (Project Researcher), 2026
- **Certification:** Object-Oriented Programming with Python — Gazi University BELTEK, 2025
- **Academic Reference:** Asst. Prof. Dr. Yücel TEKİN — OSTİM Technical Univ. Software Eng. (yucel.tekin@ostimteknik.edu.tr • +90 312 386 10 92)
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