

# KUTAYCINAR

Software Engineering Student

Victoria, British Columbia  
Canada

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www.kutaycinar.com

## LANGUAGES

English ■■■■■  
Fluent

Turkish ■■■■■  
Native

German ■■■  
Intermediate

## HOBBIES & INTERESTS

Chess ♁ Programming

Piano 🎹 Game Dev

Drawing 🖌️ Web Dev

Video Games 🎮 Graphic

## COMMUNITY INVOLVMENT

UVIC GAMEDEV 📅 SPRING 2019

## EDUCATION

BACHELOR OF SOFTWARE ENGINEERING  
UNIVERSITY OF VICTORIA

SEPT 2017 - PRESENT

2<sup>nd</sup> year student (2B). Relevant completed courses:

SENG 265 Software Development Methods | CSC 230 Computer Architecture | ENGR 120 Design and Communication  
SENG 275 Software Testing | CSC 225 Algorithms and Data Structures | CSC 115 Fundamentals of Programming II

Expected Graduation: 2022.

## TECHNICAL SKILLS

Programming Languages:

- Created, tested and modified small to medium size applications using C, Java, Python 3 and JUnit.
- Assembly Language: Programmed an ARM board; coded a temperature/humidity sensing system.
- Developed the software for an autonomous robot in an engineering team competition using RobotC.
- Designed a production ready video game using UE4 and created various prototypes on Unity3D using C#.

Design Tools:

- 3D Modeling, UV and rendering experience in Blender using Cycles and in 3ds Max using Mental Ray and V-Ray.
- Able to integrate effective workflows between different tools to creative effective solutions.
- Created PBR materials for game assets in Substance Painter.

Web: WordPress, HTML5, SVG and CSS

Applications: Microsoft Office, Adobe Suite

Operating Systems: Windows, macOS, Linux

## WORK EXPERIENCE

UNIVERSITY OF VICTORIA  
COMPUTER HELP DESK

SEPT 2018 - AUG 2019  
(4 CO-OP / 8 PART-TIME)

- Provided application, network and hardware support to faculty, staff and students.
- Solved variety of user problems, including account set-up, password issues, Wi-Fi configuration.
- Able to explain high-level concepts and ideas in plain language to end users/clients.
- Advanced the development of a web based chat-bot project using Watson.
- Troubleshooting and configuration experience on personal and business workstations.

## SOFTWARE PROJECTS

UNREAL ENGINE 4  
ASTRONAUT BOB

SUMMER 2016

- Endless runner game set in space created as a solo project for iOS and Android devices.
- Developed from scratch using UE4 Blueprints programming language.
- Animated and 3D modeled various characters and in-game assets using Blender.
- Designed 2D game art and marketing materials using Adobe Photoshop and Illustrator.
- Published on iTunes and Play Store with an above 4 rating and over hundreds of downloads worldwide.

References are available on request.