

# KUTAYCINAR

Software Engineering Student

📍 Victoria, British Columbia  
Canada

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## SOFTWARE

### PROGRAMMING

C, C#, Java, JavaScript, Python, JIRA,  
HTML, CSS

### DESIGN & DEV TOOLS

Unity, Unreal Engine 4, Blender, 3ds Max,  
Substance Painter, Photoshop, Illustrator,  
InDesign

### OPERATING SYSTEMS

Windows, macOS, Linux

## LANGUAGES

ENGLISH ██████████

TURKISH ██████████

GERMAN ████████

## COMMUNITY INVOLVMENT

👤 UVIC GameDev Club since 2018

♟ Chess Club (UVIC) since 2017

## INTERESTS

📚 Object-Oriented Programming

🎮 Video Game Dev

🎵 Music

## PROFESSIONAL FOCUS

To explore career opportunities in the software engineering industry. My longer term goal is to obtain a graduate degree in game design, leading to a career in video game development.

## EDUCATION



BACHELOR OF SOFTWARE ENGR.  
**UNIVERSITY OF VICTORIA**

SEPT 2017 - PRESENT

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

SENG 265 Software Development Methods | CSC 230 Computer Architecture | ENGR 141 Statics & Mechanics

SENG 275 Software Testing | CSC 225 Algorithms and Data Structures | ENGR 120 Design and Communication

Expected Graduation 2022.

## WORK EXPERIENCE

COMPUTER HELP DESK CONSULTANT (PART TIME)

JAN 2019 - AUG 2019

**UNIVERSITY OF VICTORIA**

- Provided application, network and hardware support to faculty, staff and students.
- Explained high-level concepts and ideas in plain language to end users/clients, and solved numerous user problems, including account set-up, password issues, Wi-Fi configuration.

COMPUTER HELP DESK CONSULTANT (CO-OP)

SEPT 2018 - DEC 2018

**UNIVERSITY OF VICTORIA**

- Advanced the integration of a web based client facing chat-bot project using Watson.
- Troubleshoot hardware problems and configuration experience on personal and business workstations.

## PROJECTS

GAME DEVELOPMENT

JUNE 2017

**ASTRONAUT BOB**

Endless Runner like game set in space, developed as a solo project using Unreal Engine 4, deployed to mobile devices iOS and Android.

- Created from scratch using the Blueprints programming language.
- Animated and 3D modeled various characters and in-game assets using Blender.
- Designed 2D game textures and marketing images using Adobe Photoshop and Illustrator.
- Published on iTunes and Play Store for one year with an above 4 rating and over hundreds of downloads worldwide.

## REFERENCES

Dave Bakken, Computer Help Desk Supervisor

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