Emirhan Tandoğan

Website / Portfolio: emirhantandogan.com

✉ emirhantandogann@gmail.com 📞 +905375262415 emirhantandogan in emirhantandogan emirhantandogan

RESEARCH INTERESTS

•Software Development •Game Development • Networking • Artificial Intelligence

EDUCATION

OZYEGIN UNIVERSITY, Istanbul, Turkey   **Sept 2021 — Present**
B.S. in Computer Engineering, Faculty of Engineering, 3rd Grade
B.S. in Electrics and Electronics Engineering, Faculty of Engineering - Double Major
- Expected graduation date: June 2025
- 3rd year distinctive student, CGPA: 3.55/4

TED KDZ.EREGLI COLLEGE, Zonguldak, Turkey   **Sept 2017 — June 2021**
- GPA: 99.66/100
- Awarded 100% tuition waiver for success in High School Entrance Exam

PROJECTS

Research and Development of Content Steering Systems   **August 2023 — Present**
Voluntary Project
- Development of Multi-CDN switching system based on calculations on client side performance metrics.
- Developed a content-steering demonstration website with performance metrics analysis of CDNs.
- This Project guided by Prof. Dr. Ali C. Beğen, noted for his significant contributions to networking and telecommunications. I am part of a team developing and researching on client and server side content-steering systems.
- Language & Libraries & Tools: Javascript, Node js, Serviceworker, HTML, CSS

Rogue-Like Game Project: Dream Dungeon   **February 2023 — Present**
Personal Project
- Dream Dungeon is a solo developed 2D Top Down Shooter Rogue-Like mobile game with randomized enemy system with increasing leveling with 2D URP lighting with shadow casting. As a rogue-like game, each playthrough can be different, with randomized elements like enemy types with unique behaviour and attack patterns, magic types, and power-ups. Dream Dungeon is released on Google Play Store.
- Language & Libraries & Tools: C#, Built-in 2D URP System, NavMeshPlus.
- Programs: Unity Engine, Adobe Photoshop

Online Cafe Management System Software: PCO   **September 2023 — January 2024**
Team Project
- PCO, a sophisticated online café management software with its cross platform compatiblity on Windows, Linux, and MacOS. It features advanced database management, precise fee calculation with receipt issuing, and a customizable, intuitive GUI.
- I served as both the Project Manager and a developer for this Project. I took an active part in the preparation of requirements, design, test and analysis reports during the software development process.
- Language & Libraries & Tools: Python, SQLlite, Tkinter, reportLab.

Online Hide and Seek Party Game Project: Party Hide   **June 2022 — March 2023**
Personal Project
- Party Hide is a solo developed multiplayer computer game with party-based gameplay, featuring a variety of game modes and maps centered around the theme of hiding. Party Hide enchants with its extensive character customization options, innovative custom lobby creation features, and extensive networking with Photon Engine for fast changes in competitive gameplay. Party Hide released on Itch.io.
- Language & Libraries & Tools: C#, Photon Engine, Built-in NavMesh.
- Programs: Unity Engine, Adobe Photoshop, Blender

Mobile Hyper Casual Game Projects: HyperFest, SafeBorder   **March 2022 — July 2022**
Personel Projects
- HyperFast is a mobile game that combines multiple hypercasual gamemodes to one game. Released on Google Play Store.
- SafeBorder is a mobile hyper casual border crossing officer simulation game. Released on Itch.io.

SKILLS

Programming Languages: C#, C++, Java, Python, MATLAB, Javascript, Haskell
Tools: Git, MySQL, Photon Engine
Other Technical Skills: Unity Engine, Microsoft 365, HTML, CSS, Adobe Illustrator, Adobe Photoshop

LANGUAGES

Turkish (Native)
English (Advanced)
German (Beginner)