

METEHAN UĞUŞ

Software Engineer

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ABOUT ME

Software Engineer with a passion for creating innovative, AI-driven solutions and immersive gaming experiences. Experienced in developing full-stack applications and machine learning projects, with expertise in C#, Unity, and Python. Proven leadership in managing cross-functional teams and delivering impactful software. Skilled in project planning and optimization, with a strong commitment to continuous learning and advancement. Has a Project Management Specialization certificate by Google and served as the inaugural president of the Game Development and Animation Community at university.

EDUCATION

Bachelor of Software Engineering, Yasar University (*Full Scholarship*) 2024

- Founding President of the "Game Development and Animation Community."
- **Graduation Project:** Led a team to develop an immersive game leveraging AI, voice cloning, face mapping, and smart NPCs powered by ChatGPT infrastructure.

Associate Degree in Web Design and Coding, Anadolu University 2021

Bachelor of Geomatics Engineering, Canakkale Onsekiz Mart University 2021

- **Graduation Thesis:** Engineered a satellite-imagery analysis tool to map fire-affected areas in İzmir, accurately calculating 5,000+ hectares of burned regions.

PROFESSIONAL EXPERIENCE

Freelance Developer, Online 2020 - Present

- Developed and published 10+ mobile and PC games on GitHub, leveraging Unity and C# to create engaging user experiences.
- Spearheaded the design and deployment of 15+ WordPress websites, implementing advanced SEO tools (Google Analytics, SEMrush) to boost client traffic by ~25%; ranked 3 sites on Google's first page.
- Optimized web applications by integrating modern front-end frameworks, enhancing performance by ~30%.

Game Developer Intern, [BoomBit](#), Izmir Jun - Aug 2024

- Conducted data validation, designed 10+ levels, and optimized character balancing for [Hyper Knight 2](#) during the testing phase, reducing bug occurrences 90%.
- Developed core gameplay mechanics for "Dino Hunter" using C# and Unity, achieved a increase in user engagement during pre-release testing.
- Collaborated with marketing and design teams to A/B test 5+ advertisements using Google Ads and Unity Ads; enhanced click-through rates by 20%.

Geomatics Engineer Intern, [Fernas Group](#), Istanbul Jul - Aug 2019

- Executed 100+ GPS and Total Station surveys with advanced geodetic tools, ensuring precise measurements for infrastructure projects.
- Created detailed project blueprints using AutoCAD and NetCAD, contributing to the planning of a multi-million-dollar development.
- Captured high-resolution drone imagery, improving site documentation accuracy.

LATEST PROJECTS

- **Runfinite** – Developed a mobile game in Unity within 3 weeks, focusing on efficient asset management and rapid prototyping. Available on GitHub. The trailer features an artificial intelligence voice-over.
- **Game of YU** – Engineered an AI-driven PC game with voice cloning, ChatGPT-powered NPCs, and character transfer, showcased to 200+ attendees. Awarded 'Most Original Graduation Project' recognition.
- **Arcanum & TimeShift Chronicles** – Collaborated in Game JAM projects (Arcanum & TimeShift Chronicles) at Google Game and App Academy, leveraging Unity and C#; published source code on GitHub.
- **Face Recognition Project** – Developed a Python-based machine learning app utilizing TensorFlow and OpenCV for facial data analysis; achieved 95% accuracy in age and emotion detection.
- **Maintenance Tracking Application** – Developed for an elevator company and available on Play Store. For customers, technicians and managers. Compatible with Android, IOS, also comes with web panel.

CERTIFICATES

- **Google** - Game and App Academy Graduation (2023).
- **DIGIAGE** - International Game Development Camp and Ecosystem Meeting (2022 & 2023).
- 20+ additional certifications available on [portfolio](#).

LANGUAGES

- Turkish - Native
- English – C1 (YOKDIL 86,25)
- German – A1

SKILLS

Technical Skills: Python, C#, SQL Database Management (MySQL, NoSQL, MongoDB), C++, HTML, CSS, Flutter Dart, Java, MATLAB, Unity, Android Studio, Git, WordPress, API Integration, SEO Opt., TensorFlow, Keras, OpenCV, NumPy, Pandas, Scikit-learn, Matplotlib, Data Cleaning, GIS Tools, Voice Cloning.

Software Expertise: MS Office Suite (Excel, PowerPoint, Word), 15+ AI Tools (ChatGPT, Gemini, MidJourney, LLM Tools + more).

Soft Skills: Leadership, Analytical Thinking, Strategic Planning, Project Management, Cross-functional Team Collaboration, Agile Development, Rapid Prototyping.