

# METEHAN UĞUŞ

Software Engineer

+90 541 854 95 65 • [hello@metehanugus.com](mailto:hello@metehanugus.com) • [LinkedIn](#) • [Personal Website](#) • [GitHub Old](#) / [New](#)

## 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

<b>Master's in Visual Communication Design</b> , Anadolu University	Ongoing
<b>Bachelor of Software Engineering</b> , Yasar University ( <i>Full Scholarship</i> )	2024
<ul style="list-style-type: none"> <li>Founding President of the "Game Development and Animation Community."</li> <li><b>Graduation Project:</b> Led a team to develop an immersive game leveraging AI, voice cloning, face mapping, and smart NPCs powered by ChatGPT infrastructure.</li> </ul>	
<b>Associate Degree in Web Design and Coding</b> , Anadolu University	2021
<b>Bachelor of Geomatics Engineering</b> , Canakkale Onsekiz Mart University	2021
<ul style="list-style-type: none"> <li><b>Graduation Thesis:</b> Engineered a satellite-imagery analysis tool to map fire-affected areas in İzmir, accurately calculating 5,000+ hectares of burned regions.</li> </ul>	

## PROFESSIONAL EXPERIENCE

<b>Freelance Developer</b> , Online	2020 - Present
<ul style="list-style-type: none"> <li>Developed and published 10+ mobile and PC games on GitHub, leveraging Unity and C# to create engaging user experiences.</li> <li>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.</li> <li>Optimized web applications by integrating modern front-end frameworks, enhancing performance by ~30%.</li> </ul>	
<b>Game Developer Intern</b> , <b>BoomBit</b> , Izmir	Jun - Aug 2024
<ul style="list-style-type: none"> <li>Conducted data validation, designed 10+ levels, and optimized character balancing for <a href="#">Hyper Knight 2</a> during the testing phase, reducing bug occurrences 90%.</li> <li>Developed core gameplay mechanics for "Dino Hunter" using C# and Unity, achieved a increase in user engagement during pre-release testing.</li> <li>Collaborated with marketing and design teams to A/B test 5+ advertisements using Google Ads and Unity Ads; enhanced click-through rates by 20%.</li> </ul>	
<b>Geomatics Engineer Intern</b> , <b>Fernas Group</b> , Istanbul	Jul - Aug 2019
<ul style="list-style-type: none"> <li>Executed 100+ GPS and Total Station surveys with advanced geodetic tools, ensuring precise measurements for infrastructure projects.</li> <li>Created detailed project blueprints using AutoCAD and NetCAD, contributing to the planning of a multi-million-dollar development.</li> <li>Captured high-resolution drone imagery, improving site documentation accuracy.</li> </ul>	

## LAST PROJECTS (see [portfolio](#))

- 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.

## 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, C++, HTML, CSS, Java (beginner), Flutter (beginner), MATLAB, Unity, Android Studio, Git, WordPress, API Integration, SEO Optimization, 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).

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