

Bercan Aydın

Computer Engineering student

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FEATURED WORKS

Solo development
2024

Carlatform Android game

Solo Developer & Designer /

- Designed and developed a fully functional 3D game from scratch using Unity C#.
- Created all 3D models, textures, and visual assets independently.
- Built intuitive UI/UX components tailored to the gameplay experience.
- Managed the entire game development pipeline, including logic, interaction, level design, publishing in Google Play

Freelance Work
2024

Teenders

Frontend Developer (HTML/CSS)

- Developed the frontend of an educational website for children, aligning precisely with provided design assets and specifications.
- Translated UI/UX designs into responsive and accessible web pages using clean, semantic HTML and modern CSS.
- Ensured cross-browser compatibility and adherence to design consistency throughout the site.

Freelance Work
2024

Aydibo blog (offline)

Personal Blog Platform – Flask Web Application

Full-Stack Developer

- Built a dynamic blog platform using Flask, allowing users to register, create accounts, and publish their own blog posts.
- Implemented user authentication, session management, and content creation features.
- Designed and connected a backend database to manage user data and blog content efficiently.
- Created responsive frontend pages for a seamless user experience across devices.
- Demonstrated proficiency in Python, Flask, HTML/CSS, and basic SQL.

EDUCATION

Istanbul Okan University

bachelor of scicence in computer engineering (2021- present)

CODING SKILLS

- Game Development: Unity (Advanced), C#
- Frontend Development: React (Advanced), HTML5, CSS3, JavaScript
- Backend Development: Django (Proficient), Flask (Proficient), Python
- Design & Graphics: Adobe Photoshop (Advanced), UI/UX Design
- Database & Tools: SQL (Basic), Git, REST APIs