

# Umut Eren KAPLAN

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## Education

**Manisa Celal Bayar University** Computer Engineering, 09.2022 – 01.2026 GPA : 3.38 / 4

**Universiteti Publik Kadri Zeka** Erasmus Learning Mobility, 2024 – 2024

## Work Experience

**Unity Developer Intern | Room Games** 09.2025 - 12.2025 Game Development Studio

- Designed and developed a complete 3D game based on the "Rage Room" concept using Unity Game Engine.
- Managed the full development lifecycle from concept to final delivery, gaining hands-on expertise in game mechanics and physics.
- Enhanced proficiency in C# scripting and asset integration within the Unity environment.

**Software Engineering Intern | Frank Pfützenreuter** 07.2024 - 09.2024 Software Engineering & Consultancy

- Completed a competitive Erasmus+ internship, adapting to professional engineering workflows in an international environment.
- Successfully delivered multiple assigned projects within strict deadlines, demonstrating strong time management and work discipline.
- Cultivated effective communication skills within a multicultural engineering team.

**Android Developer Intern | Manisa Su ve Kanalizasyon Idaresi (MASKI)** 07.2023 - 08.2023 Public Utility Administration

- Developed functional mobile applications using Android Studio, focusing on user-friendly interfaces.
- Solidified core Java programming skills through practical application in real-world projects.
- Acquired foundational knowledge of the mobile application development lifecycle and software architecture.

## Projects & Technical Experience

**Medicine Tracker App | Flutter & Firebase** Healthcare Mobile Application

- Developed a cross-platform mobile application to assist users in tracking medication schedules and dosages accurately.
- Implemented local push notifications and alarm services to ensure timely medication intake even without internet access.

**Scrap Yard Smash | Unity & C#** 3D Simulation Game

- Designed and implemented a 3D environment with realistic physics, enabling fully destructible in-game objects.
- Optimized game performance and frame rates by utilizing object pooling and efficient memory management techniques.

**Randevusu.Online | PHP, HTML, Firebase** Web Application

- Built a responsive online reservation system featuring dynamic appointment scheduling and availability tracking.
- Integrated Firebase for real-time data synchronization to prevent booking conflicts and manage user sessions.

**Workie | Java & Firebase** Mobile Application

- Developed a native Android application for personal task management and workflow optimization.
- Utilized Firebase Realtime Database to ensure instant synchronization of tasks across multiple devices.

**Shut The Box | Flask & Java & MySQL** Mobile Strategy Game

- Engineered a robust RESTful API using Python (Flask) to handle game logic and multiplayer state management.
- Designed and managed a relational MySQL database schema to store user profiles, high scores, and match history.

## Skills

- **Programming Languages:** Java, Python, C#, Flutter, PHP, HTML
- **Tools & Frameworks:** Unity, Android Studio, Firebase, Flask, MySQL
- **Core Competencies:** Game Development, Mobile App Development, Object-Oriented Programming (OOP)

## Languages

- **Turkish:** Native
- **English:** B2