

Mertcan Yaşar

Mersin, Türkiye

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[LinkedIn](#), [GitHub](#), [Portfolio](#)

Computer Engineering student and software/game developer with hands-on experience across Unreal Engine 5, Python, and C#/.NET. Has independently built and shipped multiple projects, including a browser-based 3D flight-sim productivity app (Fly to Study) with account sync and leaderboards, alongside a working professional background in software support and database systems. Comfortable working independently or within a team, with a focus on shipping complete, working projects end-to-end.

Core Competencies

- **Programming:** Python, C# (.NET), SQL/T-SQL, JavaScript, TypeScript, Bash
- **Game Development:** Unreal Engine 5 (Blueprint), Pygame, WebAssembly deployment (Pygbag)
- **Software Engineering:** OOP/Object-Oriented Design, Git/GitHub, CI/CD, JSON, APIs
- **Databases & Data:** Database systems, T-SQL, Data Analysis, Statistical Data Analysis
- **Independent Delivery:** Shipping full projects end-to-end, from concept to a working, deployed product

Professional Experience

- **Kardelen Software** **Mersin, Türkiye**
2025–Present
Software Support Specialist
 - Providing software support and assistance in a production environment
- **Kardelen Yazılım** **Mersin, Türkiye**
2023
Software Engineer Intern
 - Completed a 20-working-day summer internship covering database systems, SQL, C#, and .NET

Independent Projects

- **Fly to Study** (fly-to-study.com): A free, browser-based Pomodoro focus timer reimagined as a cinematic 3D flight mission, featuring day/night missions, weather modes, an XP/leveling system, global leaderboards, and cross-device account sync.
- **Asteroids Mini Python Game:** A browser-playable game built with Python/Pygame, deployed to the web via Pygbag WebAssembly.
- **Pirate Zombies (Unreal Engine):** An FPS game built in Unreal Engine 5 in 48 hours for a game programming course.
- **Hospital Information Management System:** Automation software for managing patients, fees, and records in private hospitals.

Education

- **Fırat University** **Türkiye**
2021–Present
Bachelor's in Computer Engineering
Topics: Algorithms, Data Structures, OOP, Software Engineering, Machine Learning, Deep Learning, Databases, Computer Networks.
- **Anadolu University** **Türkiye**
2019–2021
Associate Degree in Web Design and Coding
GPA: 2.88/4. Topics: web-based coding, UX design, content management systems, network management.

Languages

- Turkish (native), English (full professional).

Certifications

- Boot.dev: Python, OOP in Python, Functional Programming in Python, Git, Linux, HTTP Clients in TypeScript
- Unreal Engine Blueprint Game Developer – GameDev.tv

References

- Available upon request.