

Berker Özdemir

COMPUTER ENGINEERING STUDENT

CONTACT INFORMATION

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PERSONAL PROFILE

Computer Engineering student with experience in software engineering, full stack development, game production workflows, and UI/UX design. Seeking a Summer Internship to contribute to scalable, user-centered digital products.

EDUCATION

Ankara Medipol University

Computer Engineering | 2024 – 2028

Bachelor of Science

GPA: 3.35 / 4

Trabzon Yomra High School of Science

Science High School Diploma | 2019 – 2023

GPA: 93.3 / 100

SKILLS

Programming & Backend

Java (Advanced), Python (Intermediate), C# (Beginner), Linux (Beginner), Verilog (Beginner)

DevOps & Tools

Version Control – Git (Beginner)

UI/UX & Design

Figma (Advanced), Adobe Photoshop (Advanced), Adobe Premiere (Advanced), Adobe Illustrator (Intermediate), Adobe After Effects (Intermediate)

WORK EXPERIENCE

Co-founder

TEON CREATIVE | Aug 2019 – Present

- Co-founded and led a software development and game production initiative
- Gained experience with Java backend systems, server architecture, and scalable infrastructure
- Built a large-scale game platform with 400,000 registered players and 700+ concurrent users, maintaining 99.5% uptime
- Contributed to Microsoft-run Minecraft Marketplace content production
- Coordinated team workflows, project delivery and community safety while ensuring platform stability

Graphic Designer (Freelance)

Keyubu İnternet ve Bilişim Ticaret Ltd. Şti | Apr 2021 – Jan 2022 | Remote

- Designed and delivered promotional social media graphics using tools such as Figma and Adobe Photoshop, enhancing brand visibility and engagement

LANGUAGES

Turkish (Native), English (Fluent), German (Basic)

REFERENCES

Salih KAVZOĞLU

(AKGÜN İnsan Kaynakları Müdürü)