

Gökdeniz Karagöz

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ABOUT ME

I am a 4th year Computer Engineering student. As part of my capstone project, I developed a 2D platformer with rich game mechanics using Unity; throughout the project, I gained in-depth experience in game physics, animation control, and user interaction with C#. In my second year, I brought a web application built with HTML, CSS, and JavaScript to life using a PHP-based back end, gaining practical experience in front-end and back-end integration.

EDUCATION

Computer Engineering, Karabük University

2.93 / 4.00

08/2020 – Present

PROGRAMMING KNOWLEDGE

HTML / CSS	● ● ● ● ●	C	● ● ● ● ●
C#	● ● ● ● ●	SQL	● ● ● ● ●
UNITY	● ● ● ● ●	PHP	● ● ● ● ●
Java	● ● ● ● ●		

LANGUAGES

English ● ● ● ● ●

PROJECTS

TileVania [↗](#)

TileVania is a 2D platformer game.

aa Game Replica [↗](#)

Fire the dots at a rotating circle without colliding. In this fast-paced, one-touch puzzle challenge, put your reflexes, timing, skill, and precision to the test.

Fruit Ninja Replica [↗](#)

Fruit Ninja Replica is a game that you swipe to slice watermelons.

Share Information [↗](#)

It is a website which everyone can enter and share random informations.