Doruk Ersoy

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EDUCATION

University College London (UCL)   London, UK

BSc in Computer Science   *September 2024 – June 2027*

- **President** of Game Development Society, **Sponsor and Outreach Officer** of Turkish Society, and **Member** of Computer Science, Artificial Intelligence, Hiking Societies

Koc High School (with 40% Merit-Based Scholarship)   Istanbul, Turkey

Graduated from IB (40/45) and Turkish National Diploma (93.76/100)   *September 2020 – June 2024*

- **Founder** of Game Development Club and **Captain** of Varsity Track and Field Team

EXPERIENCE

Front-end Web Development Intern   Istanbul, Turkey

Hepsiburada   *January 2023 – February 2023*

- **Developed** the website named Elementify using Vanilla JavaScript, HTML, and CSS.
- Built foundational skills in Node.js, React and design analysis procedures through programming a to-do app.
- **Actively participated** in technical discussions on localization and package size management.

Back-end Web Development Intern   Istanbul, Turkey

IBTech International Information and Communication Technologies (QNB Finansbank)   *August 2022*

- Got introduced to quality assurance processes and server architecture by **analyzing** apps of QNB Finansbank.
- **Designed** a basic MVC website using Visual Studio IDE to become familiar with **application architecture**.

PROJECTS

Pixel Bounce Game | *C#, Unity, Git*   2023

- Created, tested, and **published** Pixel Bounce to the Google Play Store.
- **Operated** a group of 12 people by **organizing** weekly meetings and **supervising** distribution of tasks.
- **Taught** the programming language C# to 8 people and **collaborated** with students to draw game graphics.

Untitled Bubble Game | *Godot, Gd Script*   2025

- Developed untitled-bubble-game where you shoot fire against falling bubbles for **UCL Global Game Jam.**
- Developed the game in **limited time (12 hours)**.

Class Manager Web App | *JavaScript, React, MongoDB*, Git   2023 – 2024

- **Developed** Class Manager app for my piano teacher (client) through monthly **meetings**.
- Integrated a **database application** through MongoDB for managing student information, lessons, and payments.
- **Designed** algorithms for checking class availability and student improvement analysis.
- **Implemented** an instant translation function to **overcome** my client's language and technology barrier.

Search Filter Extension | *JavaScript, HTML, CSS*, Git   2025

- **Collaborated to make** Search Filter Extension with my friends from UCL as a **Chrome Store extension.**
- Made functionality that filters through **advanced search parameters** and enables **saving** these filters.
- Added functionality to **highlight** and **hide wanted/unwanted** websites through an uploaded .txt document.

Beyin Gocu Web App | *JavaScript, HTML/CSS*   2023

- **Co-Founded** the Beyin Gocu association that aims to bring students to share their knowledge to others.
- Managed the website and the YouTube channel that has **20 videos** and **+1000 views** as the **head of IT**.

Research Project on Procedural Content Generation Algorithms | *Unity, C#, Python*   2023 – 2024

- **Evaluated** the performances of cellular automata and Perlin noise algorithms in 2D games using Unity.
- Followed a series of deadlines and reviews with my high school teachers to **document** my research paper.
- Plotted graphs to **analyze**, **compare**, and **recognize patterns** in both algorithms using Python **matplotlib**.

TECHNICAL SKILLS

Languages: Python, C, Haskell, Java, JavaScript/HTML/CSS
Frameworks: React, Node.js, Godot
Developer Tools: Git, Visual Studio