

MUSTAFA ÇALIŞICI

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EDUCATION

Ondokuz Mayıs University

Samsun, Türkiye

Bachelor of Science in Computer Engineering

Sep 2025 – Present (Expected June 2029)

- GPA:** 3.33/4.00
- Core Focus:** Software engineering principles, algorithms, data structures, and backend architecture.

EXPERIENCE

isTechSoft Software Technologies

Uzaktan (Remote)

Game Developer Intern

Apr 2026 – Jun 2026

- Developing physics-based mechanics, interactive prototypes, and core gameplay features utilizing the Unity engine.
- Applying software design patterns to ensure modular, extensible, and well-optimized game architecture.
- Collaborating closely with development teams through tech workflows and version control pipelines.

Topel UAV

Tokat, Türkiye

3D Designer

Sep 2021 – Nov 2022

- Engineered precision mechanical components and structural drone prototypes using SolidWorks and AutoCAD.
- Collaborated within multi-disciplinary teams to iterate on hardware blueprints for unmanned aerial vehicles.

TECHNICAL SKILLS

Game Development: Unity Engine, C# Scripting, 2D/3D Prototyping, Physics-based Mechanics, Game Design Patterns.

Web & App Dev: Node.js, Express.js, React, Next.js, Tailwind CSS, Framer Motion, Flutter, RESTful APIs, Resend, Groq AI, Llama.

Databases & Caching: PostgreSQL, MySQL, SQL, Redis, Firebase, Supabase.

Infrastructure & DevOps: Docker, DigitalOcean (Droplets), Ubuntu Server Management, Linux CLI, Nginx Configuration, SSL / Socket.io.

Programming Languages: TypeScript, C#, JavaScript, Python, Ruby, C.