

Orkun Eren Aydın

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PROFESSIONAL SUMMARY

Passionate Computer Engineering student specializing in Fullstack Web and Game Development. Experienced in ASP.NET MVC and Unity (C#). Quick learner with internship experience in Swift debugging. Seeking a Summer 2026 Software Engineering internship to apply and expand technical and teamwork skills.

SKILLS

Languages: C#, JavaScript, SQL, Bash

Web: ASP.NET MVC, HTML5, CSS3, JavaScript (DOM, API)

Game Dev: Unity, Scriptable Objects, IK, State Machines, NavMesh

Databases: Microsoft SQL Server

Tools: Git, GitHub, Visual Studio Code, OOP

EXPERIENCE

Software Engineer Intern – NextGoat | July 2025 – August 2025

- Quickly learned the Swift programming language to actively participate in debugging and resolving issues in an existing live mobile application.
- Contributed to fixing bugs in the app's video streaming feature and assisted with localization updates.
- Improved app stability and user experience by resolving video and localization issues.
- Collaborated using Git workflows (branching, committing, merge requests).

EDUCATION

Atatürk University

B.S. in Computer Engineering (Program in English)

Expected Graduation: June 2027

PROJECTS

ETSTur Clone (ASP.NET MVC Project) | In Progress (Est. Dec 2025)

- Developing a web application cloning ETSTur's functionalities (tour listing, hotel search).
- Managing user and vacation data using ASP.NET MVC and MS SQL Server.
- **Technologies:** ASP.NET MVC, C#, SQL Server, HTML/CSS
- GitHub Repository

Advanced FPS/TPS Mechanics (Unity)

- Designed a modular weapon system using Scriptable Objects.
- Built an Animator Override Controller (AOC) system for unique weapon animations.
- Applied Inverse Kinematics (IK) for realistic weapon handling.
- **Technologies:** Unity, C#, Scriptable Objects, AOC, IK, Unity Audio

2D Platformer Game (Unity)

- Implemented a State Machine pattern for complex character states (run, wall climb, combos).
- Managed smooth animation transitions using Unity's Animator system.
- **Technologies:** Unity, C#

Personal Portfolio Website

- Created a modern, responsive portfolio website from scratch.
- Designed a clean UI/UX to showcase projects and skills.
- **Technologies:** HTML5, CSS3, JavaScript (DOM)

Currently developing several other projects, including advanced web and Unity applications, to be published soon.