



Eylül Topçu Computer Engineering Student

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Profile

Computer engineering student with strong skills in C#, Unity, and Object-Oriented Programming. Experienced in developing gameplay systems, UI components, and web interfaces using HTML, CSS, and JavaScript. Familiar with enterprise development environments including CANIAS ERP, SAP, Troia, and Siemens TIA Portal. Passionate about game development and software engineering, with hands-on experience collaborating in multidisciplinary teams.

Experience

Student Assistant

Eastern Mediterranean University - November 2024/June 2025

- Assisted students in debugging code and understanding core programming concepts.
- Supported instructors with course materials and technical tasks.

Game Developer

FugeVet - January 2025/September 2025

- Developed a 2D fishing simulator using Unity and C#. Created modular and maintainable code structures.
- Implemented gameplay systems, UI, and minigame mechanics.
- Collaborated with designers and artists in a 5-person team.

Intern

CAVO - July 2025/August 2025

- Developed SQL queries and C# based internal tools.
- Automating task tracking and equipment management workflows in IT department.
- Worked with CANIAS ERP and Troia development environment, and gained exposure to Siemens TIA Portal.
- Built simple desktop and web interfaces using C# and HTML/CSS.

Intern

TalentsUs Teknoloji Hizmetleri - August 2025/September 2025

- Redesigned the company website using HTML, CSS, and JavaScript. Applied responsive UI design and interactive components. Conducted testing, documentation, and performance optimization.
- Completed introductory training in SAP ERP and 1C:Enterprise.

Projects

[Case Closed | Unity](#)

- Designed and implemented gameplay minigames and UI for Case Closed, a 48-hour game jam project.
- Collaborated with a 3-person team to deliver a complete playable game under a tight deadline.

[Fishing Simulator | Unity](#)

- Designed gameplay systems, fishing minigames, progression, and save/load mechanics.
- Implemented persistent game data and scene management.

[Coffee Rush | Unity](#)

- Developed level-based café simulation mechanics and interactive order system.
- Designed UI and scoring logic with C#.

[Time Runner | Unity](#)

- Created core mechanics, UI, level design, animations, and sound integration in a 3-day game jam.

[The HeatKeeper | Unity](#)

- Designed and developed two minigames for a 3D simulation environment.

[Neon Nemesis | GameMaker](#)

- Implemented platformer mechanics and UI components.

[Steam Game Picker | Web Application](#)

- Built a tool using Steam API to display unplayed games and randomly select one.
- Implemented interactive UI and REST API integration.

[Key Management System | Full-Stack Web Tool](#)

- Built for university staff with Firebase authentication and real-time database.
- Improved resource transparency through live key tracking.

Education

Bachelor of Science in Computer Engineering

Eastern Mediterranean University - 2022-Present (Graduating June 2026)

Skills

Programming: C#, C++, Python, JavaScript

Game Development: Unity, GameMaker, gameplay systems, UI systems, game mechanics

Software Engineering: Object-Oriented Programming, debugging, clean code, version control (Git)

Web Development: HTML, CSS, JavaScript

Databases: SQL, Firebase

Tools: Unity, GameMaker, Git, Visual Studio, Aseprite, Siemens TIA Portal (basic)

Soft Skills: Teamwork, communication, fast learning, problem-solving

Languages: Turkish (Native), English (Fluent), Russian (Beginner)

Awards and Honors

High Honor Certificate - GPA 3.83 | Feb 2023

Honor Certificate - GPA 3.18 | Feb 2024

High Honor Certificate - GPA 3.58 | Feb 2025

High Honor Certificate - GPA 4.00 | Feb 2026

Honor Certificate - GPA 3.25 | Jul 2023

Honor Certificate - GPA 3.43 | Jul 2024

High Honor Certificate - GPA 3.64 | Jul 2025

2nd place in the Vault Game Jam with Case Closed