

ARDA ÖZKAN

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PROFESSIONAL SUMMARY

Second-year Computer Technology and Information Systems (CTIS) student at Bilkent University with a strong foundation in programming and problem-solving. Experienced in both individual and team-based projects, with hands-on experience in software and game development.

EDUCATION

Bilkent University

B.Sc. in Computer Technology and Information Systems (CTIS)

Ankara, Türkiye

2022 – Present

TECHNICAL SKILLS

Programming Languages: Java, C, C#, SQL

Web Technologies: HTML, CSS, JavaScript

Tools & Technologies: Unity, OpenGL, Linux, WordPress

Networking: Fundamental knowledge of computer networks (Cisco Networking Academy – Introduction to Networks)

Languages: English – Upper-Intermediate (B2)

PROFESSIONAL EXPERIENCE

Bilkent News

Student Web Master

Ankara, Türkiye

2025 – Present

- Managed news content publishing and updates using WordPress.

Radyo Bilkent

Volunteer Designer

Ankara, Türkiye

2024 – Present

- Designed visual content for social media platforms and university events.

PROJECTS

Sports Membership Management System | Java, OOP (Team Project)

- Developed a sports membership and management system applying object-oriented programming principles.
- Implemented member creation, listing, and sorting functionalities.

2D RPG Adventure Game | C#, Unity (Course-Guided Project)

- Developed an immersive 2D RPG through a comprehensive Udemy course to master advanced Unity features and C# scripting.
- Implemented Finite State Machines (FSM) for enemy AI and player states, ensuring clean and modular logic.
- Designed dynamic UI systems and inventory management using Unity's ScriptableObjects for better data handling.
- Developed a 2D RPG featuring core mechanics such as character movement, combat systems, and experience-based leveling.

Web-Based Game | HTML, CSS, JavaScript (Team Project)

- Implemented game logic and user interactions as part of a team-based project.
- Designed the user interface using HTML and CSS.

BOA GameJam Platform Game | C#, Unity (GameJam Project)

- Developed a platform game in a 48-hour GameJam environment with a team of 2 developers and 2 designers.
- Implemented core gameplay systems and integrated a turn-based combat mechanic within a limited development timeframe.
- Collaborated closely with designers to shape the overall game concept, mechanics, and player experience under strict time constraints.

ASC Özbal Mobilya Website — Ongoing | Node.js, Express, EJS, HTML, CSS, and JavaScript (Personal Project)

- Designed and developed a premium furniture website using Node.js, Express, EJS, HTML, CSS, and JavaScript
- Built a reusable component-based layout with EJS partials (navbar, footer, layout structure)
- Implemented category-based dynamic page rendering using structured data files
- Focused on UI/UX with a modern dark theme and gold-accent branding
- Developed dropdown navigation and scalable folder architecture for future expansion