

MUSTAFA ÇALIŞICI

Samsun, Türkiye | muscalisici@gmail.com | muscax.tech
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EDUCATION

Ondokuz Mayıs University

Bachelor of Science in Computer Engineering

Samsun, Türkiye

Sep 2025 – Present (Expected June 2029)

GPA: 3.26 / 4.00

- Core Focus: Software engineering principles, algorithms, data structures, and backend architecture.

EXPERIENCE

isTechSoft Software Technologies

Game Developer Intern

Uzaktan (Remote)

Apr 2026 – Present

- 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

3D Designer

Tokat, Türkiye

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

AI-Augmented Dev

Cursor, Windsurf, Antigravity, Claude (Sonnet/Opus), LLM Prompt Engineering, Agentic Workflows (Vibe Coding).

Game Development

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

Web & App Dev

Node.js, Express.js, React (Basics), Flutter (Firebase Integration), RESTful APIs.

Infrastructure & DevOps

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

Programming Languages

C#, JavaScript (ES6+), TypeScript, Python, Ruby, C, HTML5, CSS3.

Data Science (Emerging)

Data Analysis, LLM Application Development, Python-based Data Processing.