



# ALEJANDRO MADURO

Information Systems & Technologies Student

## CONTACT

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## LANGUAGES

Spanish – Native

English – Advanced

Turkish – Advanced (C1)

## TECHNICAL SKILLS

Programming Languages:

- C
- Java
- C#

Database:

- SQL (Oracle)

Computer Science

Fundamentals:

- Data Structures
- Object-Oriented Programming
- Computer Networks

Tools & Technologies:

- Unity

Version Control:

- Git (Basic)

## OBJECTIVE

Second-year Information Systems & Technologies student at Bilkent University with experience in software development, game systems architecture, and cloud-based backend integration. Proficient in C, Java, and C#, with practical experience building client-server applications and database-driven systems. I am interested in further developing expertise in computer networks and project deployment within a professional software engineering environment.

## EDUCATION

Bilkent University — Ankara, Türkiye

**B.S. in Information Systems & Technologies**

2024 – Present (2nd Year Student)

## PROJECTS

- **2D Platformer Game with Online Leaderboard — Unity (C#) / PlayFab**  
Developed a 2D platformer game with user authentication and cloud-based score storage using PlayFab. Implemented API-based client-server communication to submit and retrieve speedrun rankings.
- **2D Space Shooter — C / FreeGLUT**  
Built a 2D space shooter game in C using FreeGLUT. Implemented collision detection, object movement logic, scoring system, and timer-based game mechanics.
- **2D Zombie Shooter — Java / libGDX**  
Developed a 2D zombie shooter as a final OOP project (CTIS-221). Applied object-oriented design principles and implemented player controls, enemy behavior, and game logic using libGDX.