

# Doga Elbasan

Computer Science Student | Co-Founder | Web & Game Developer

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Startup-oriented developer with experience building client websites, game prototypes, and AI-native products. Co-founded BachGround, an AI video scoring venture focused on generative audio and music systems, and work across product iteration, technical prototyping, and implementation.



## EXPERIENCE

### Co-Founder, BachGround | 2026 – Present

- Co-founded an AI video scoring startup focused on turning video into musically coherent soundtracks.
- Contribute to product direction, prototyping, and development of generative-audio and music composition systems.
- Help shape ML-driven virtual instrument and audio workflows informed by music theory, psychoacoustics, and signal processing.

### Game Developer, Virtual Mirror Studios | 2025 – Present

- Develop gameplay systems and technical prototypes in Unity, with emphasis on iterative feature development and gameplay logic.
- Work on core mechanics, systems design, and implementation for independent game development projects.

### Freelance Web Developer, Fiverr | Jan 2021 – Present

- Design and build websites and web app prototypes for clients, translating ideas into functional products and MVPs.
- Deliver CMS-based websites and custom front-end solutions with fast iteration and client-focused execution.

## SELECTED STRENGTHS

- Comfortable moving from idea to prototype quickly in startup-style environments.
- Experienced in AI-assisted development workflows for complex application builds and fast technical iteration.
- Blend of product thinking, technical implementation, and creative-technology interest across web, audio, and games.

## TECHNICAL SKILLS

Product & Build: MVP prototyping, product iteration, AI-assisted development

Web & Frontend: TypeScript, HTML/CSS, WordPress, Wix, React, Next.js

Backend & Data: Prisma, PostgreSQL, Clerk, Lemon Squeezy, Vercel, Cloudflare R2, RunPod

Programming: Python, C++, C#, Java

Game Dev: Unity, gameplay systems prototyping

Creative Tech: Generative audio, AI-native products, video-to-music workflows

Tools: Git/GitHub, MS Office (Excel, PowerPoint, Word)

## EDUCATION

### TU Dortmund University

*Bachelor of Science in Computer Science*

Mar 2023 – Present

### Bilkent University

Mechanical Engineering

2018 – 2019

- Began Mechanical Engineering in 2018 and concluded studies in 2019 to pursue an academic path in Computer Science.

### Karsiyaka Cihat Kora Gymnasium, Turkey

Sep 2013 – Jun 2018

## LANGUAGES

- German — C1 (TELC German C1 University Certificate)
- English — C1 (Southbourne School of English, Bournemouth, UK)
- Turkish — Native

## CERTIFICATES

- Programming with C++ — Udemy
- Object-Oriented Programming with C++ — Udemy
- Unmanned Aerial Vehicle Pilot Certificate — 18 Jan 2022
- ICC (International Coastal Cleanup) — 21 Oct 2016