



SEBAHATTİN ONUR ÖZLER

Game Developer

+90(541) 595 05 83 – onurozler1997@hotmail.com

Linkedin: www.linkedin.com/in/onurozler

Website: www.sebahattinonurozler.com

GitHub: github.com/onurozler

Senior Year student at Bilkent University, Department of Information Systems and Technologies. I am in the final semester and expecting to graduate in June 2020. I have 6 months internship and 6 months Part-Time Game Development experiences. Looking forward to continue my career in a Game Development Company.

EXPERIENCE

GAME DEVELOPER: Creasaur Entertainment (Ankara, Turkey)

Part - Time (Oct 2019 – Mar 2020)

- Worked on Unity Projects with Scrum Methodology.
- Developed hypercasual game prototypes and a full game project by working with game designers and art team.
- Created game tools with Editor Programming.
- UI Development for projects.

Ref: Umutcan Ertürk / Lead Unity Developer

RESEARCH & DEVELOPMENT INTERN: Netaş Telecommunications (Istanbul, Turkey)

Machine Learning Team (Feb 2019 – May 2019)

- Developed Call Center Simulation based on Statistical Distributions with Python Simpy to generate sentetic data.
- Setting up Customized Kernel into One Class SVM with Sklearn library to detect APT datas using Jupyter Notebook.

Ref: Fatma Özyıldırım / Lead Software Developer

SOFTWARE DEVELOPMENT INTERN: Logo Business Solutions (Ankara, Turkey)

Java Team (Jun 2018 – Jul 2018)

- Worked on Backend - Java Spring Framework projects.
- Helped to increase testing results using Mockito Framework and junit Test.
- Examined Vaadin Framework, its components and did integration tests by using Vaadin Test Bench.

EDUCATION

BACHELOR OF SCIENCE: Bilkent University (Ankara, Turkey)

Information Systems & Technologies (%100 English), www.ctis.bilkent.edu.tr

2015 – 2020

- Honor Student, CGPA 3.45/4.00 (**Transcript**)
- ACM Bilkent Chapter, Banner Designer and Event Organizer

EXCHANGE PROGRAM: Waterford Institute of Technology (Waterford, Ireland)

Computing & Science

Sep 2018 – Jan 2019

- Improved English Language & Communications skills with People from all around the World.
- Taken Game, Server Side and Mobile Development Courses:
 - 1-) Introduction C++ for Games (C++, OpenGL, SFML)
 - 2-) Mobile Game Development (Swift, SpriteKit)
 - 3-) Mobile App Development (Kotlin, MVP, Firebase)
 - 4-) Digital Media Programming (Express.js, REST API)

SKILLS	PROGRAMMING LANGUAGES	GAMEPLAY PROGRAMMING & UNITY	OTHERS
	<ul style="list-style-type: none"> • C#, Java (Competent) • Javascript, C++ (Comfortable) • C, Kotlin, Python (Intermediate) 	<ul style="list-style-type: none"> • 3D Math & Game Physics • Game AI (State Machines) • Dependency Injection (Zenject) • Event Driven Programming • Editor Programming • Optimization • UI Development • Game Prototyping • Entity Component System • Job System • Analytics & AD Integration 	<ul style="list-style-type: none"> • Git • MySQL • CG Programming • Applied Machine Learning • HTML5, CSS • XML / JSON • Scrum
	SERVER SIDE PROGRAMMING <ul style="list-style-type: none"> • Node.js, ASP.NET • Unit Testing • Multithreading • Web Sockets and REST • Software Design Patterns 		LANGUAGE <ul style="list-style-type: none"> • Turkish (Native) • English (Advanced) • Spanish (Basic)

SENIOR PROJECT/THESIS

DRaycer: Web-based Distributed Ray Tracing Rendering System

Short Description: Considering the slow and capital heavy performance of Ray Tracing algorithms, we offer to solve this with the power of client-side programming and distributed systems. With our solution, users will be able to render their 3D models in a short period of time compared to rendering farms, using the advantages of distributed systems, at a fraction of the cost.

Advisor: Dr. Serkan Genç

Team: S.Onur Özler, Sinan Sakaoğlu, Sedat Can Yalçın, Mert Aydın

Technologies Used: Three.js, Typescript, Koa/Node Framework, Mongo DB, Firebase, Redis DB, React, Docker, Gitlab CI/CD, AWS, Bull.js, Jest, ESLint

My Responsibilities: Building Raytracing Library with Typescript, Developing Scene Editor that enables user to select 3D primitive objects, materials, lighting sources and upload/save 3D models, textures and scene by using Three.js

More Info: www.ctis.bilkent.edu.tr/ctis_seniorProject.php?id=4937

PERSONAL PROJECTS

Hyper Casual Game Prototypes: I am implementing clone games of some famous hypercasual games like Ice Cream Inc, Fun Race, Picker 3D. They are all open-source and can be playable on browser.

More Info : www.sebahattinonurozler.com/hypercasual-prototypes

Fizbol is a educational game for high school students. It is soccer game that the player tries to get score by answering Physics questions.

More Info : www.sebahattinonurozler.com/fizbol

The Saltbae is a restaurant game that player can control our main character "Saltbae" and service dinner to customers according to what they wish to eat within limited time.

More Info : www.sebahattinonurozler.com/the-saltbae

Score! is a simple soccer game that players can move the ball and try to score by passing obstacles within specific time.

More Info : www.sebahattinonurozler.com/score

For my other projects, check my portfolio linked below.

www.sebahattinonurozler.com/portfolio
