

# OSMAN KAAAN DEMIROZ

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## EDUCATION

<b>University of Southern California</b> , Los Angeles, CA	<i>Expected May 2018</i>
<b>Master of Science in Computer Science – Game Development</b>	<i>GPA 4.00/4.00</i>
<b>Koç University</b> , Istanbul, Turkey	<i>June 2016</i>
<b>Bachelor of Science in Computer Engineering</b>	<i>GPA 3.83/4.00</i>
<b>Certificates:</b> “Artificial Intelligence”, “Multimedia, Vision & Graphics”	

## TECHNICAL SKILLS

**Languages:** C/C++, C#, Lua, Python, Java, MATLAB, Swift, Julia, XML, HTML, CSS, PHP, Scheme

**Utilities:** Unity, Maya, VR, Unreal, Git, Perforce, Visual Studio, OpenGL, Microsoft Office, Photoshop, Premiere

## PROJECTS

<b>Unity VR Game “Embedded” (embeddedgame.com)</b> – 10 team members	<i>Fall 2017 – Present</i>
<ul style="list-style-type: none"><li>Engineering the VR Photojournalism game in Unity as the Advanced Game Project.</li><li>Implementing controls, shooting and judging photos, and Gameplay Design in C#.</li></ul>	
<b>Unity Networked Game “The Ooze is Loose”</b> – 4 team members	<i>Fall 2017 – Present</i>
<ul style="list-style-type: none"><li>Creating an FPS game in Unity that runs on a custom low-level C# networking layer.</li><li>Programming Networking, UI and Gameplay mechanics.</li></ul>	
<b>Unity Platformer “Worman Adventures”</b> – 10 team members	<i>Spring 2017</i>
<ul style="list-style-type: none"><li>Designed and programmed in-game Physics and Gameplay in C#.</li><li>Gameplay voted by the Global Game Jam 2017 audience as “Best Use of Theme”.</li></ul>	
<b>C++ Game Engine Development</b>	<i>Fall 2016</i>
<ul style="list-style-type: none"><li>Developed core components for “PrimeEngine”, a basic game engine in C++.</li><li>Implemented frustum culling, collision detection, physics, keyboard controls, third person character controls and modified Lua scripts to create gameplay behavior.</li></ul>	
<b>OpenGL Rubik’s Cube Simulation</b>	<i>Spring 2016</i>
<ul style="list-style-type: none"><li>Composed an interactive 3D Rubik’s Cube model in OpenGL using C.</li><li>Developed controls and Graphics with custom shaders in GLSL.</li></ul>	
<b>Unity AR Game “Rise and Fall”</b> – 3 team members	<i>Spring 2015</i>
<ul style="list-style-type: none"><li>Programmed and designed the Augmented Reality game in Unity using C#.</li><li>Modified the Vuforia Toolkit to use AR Frame Markers as game mechanics.</li></ul>	

## WORK EXPERIENCE

<b>Android Developer</b> – Mobilike, Istanbul, Turkey	<i>Summer 2015</i>
<ul style="list-style-type: none"><li>Wrote an Android application to display video news from a Turkish media group, utilizing JSON Parsing, Multithreading, Paging, Adapters, and Ad Integration.</li></ul>	
<b>Software Engineer</b> – Vestek, Istanbul, Turkey	<i>Summer 2014</i>
<ul style="list-style-type: none"><li>Created an automated Version Control program in Java to tag, build, sign and align multiple Android projects at once through the SVN repository.</li></ul>	

## HONORS AND AWARDS

<b>Dean’s Scholarship</b> – University of Southern California	<i>Fall 2016</i>
<b>Half Merit Scholarship</b> – Koç University	<i>2012 – 2016</i>
<b>Dean’s List</b> , “Vehbi Koç Scholar” – Koç University	<i>2012 – 2015</i>

## MISCELLANEOUS

<b>Press Photographer</b> – Daily Trojan, University of Southern California	<i>Fall 2017 – Present</i>
<b>Student Mentor</b> – Koç University	<i>2013 – 2014</i>