

# OSMAN KAAAN DEMIROZ

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## EDUCATION

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

## TECHNICAL SKILLS

**Languages:** C/C++, C#, Lua, Python, Java, MATLAB, Swift, Julia, HTML, CSS, JavaScript, PHP, Scheme  
**Utilities:** Unity, Maya, VR, Unreal, Git, Perforce, Visual Studio, OpenGL, Microsoft Office, Photoshop, Premiere

## WORK EXPERIENCE

<b>Unity/Mobile Full Stack Engineer</b> – fun-gi, Los Angeles, CA	2018 - Present
<ul style="list-style-type: none"><li>Working on back- and front-end development of Engineering, Design and UI elements in fun-gi’s “House Flip with Chip and Jo”, one of the top rated free games in Apple Store.</li><li>Contributed to the game’s latest major patch release with performance optimizations, API integration and other client-side features in Unity for iOS and Android platforms.</li></ul>	
<b>Android Developer</b> – Mobilike, Istanbul, Turkey	2015
<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>	

## PROJECT EXPERIENCE

<b>Unity VR Game “Embedded” (embeddedgame.com)</b> – 10 team members	2017 – Present
<ul style="list-style-type: none"><li>Engineering the VR Photojournalism game in Unity as Masters final project.</li><li>Implementing controls, shooting and judging photos, and Gameplay Design in C#.</li></ul>	
<b>Unity Multiplayer Action Game “Nuke Me”</b> – 4 team members	2018
<ul style="list-style-type: none"><li>Designed and programmed Player Controls and Gameplay in C#.</li><li>Gameplay voted by the Global Game Jam 2018 jury as “Best Gameplay”.</li></ul>	
<b>Unity Networked Game “The Ooze is Loose”</b> – 4 team members	2017
<ul style="list-style-type: none"><li>Created an FPS game in Unity that runs on a custom low-level C# networking layer.</li><li>Programmed Networking, UI and Gameplay mechanics.</li></ul>	
<b>Unity Platformer “Worman Adventures”</b> – 10 team members	2017
<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>	2016
<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>	2016
<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>	

## HONORS AND AWARDS

<b>CS Merit Award</b> – University of Southern California	2018
<b>Dean’s List</b> – 7 semesters – Koç University	2012 – 2015

## MISCELLANEOUS

<b>Grader – Augmented, Virtual &amp; Mixed Reality</b> – University of Southern California	2018
<b>Press Photographer</b> – Daily Trojan, University of Southern California	2017 – 2018