Mustafa Can Oguz

As a recent Computer Engineering graduate with a passion for video games, contemporary art, cars, and technology, I am eager to embark on a dynamic career where I can merge my technical skills with my diverse interests. Committed to continuous self-improvement and embracing new experiences, I am dedicated to gaining valuable professional and social insights. I aspire to leverage every opportunity to contribute to both personal and collective growth, aiming to carve a meaningful path in the business and technology realm. My goal is to not only enhance my skills but also to make a positive impact on those around me.

Contact

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Nationality
Turkey, Greece (Dual Citizenship)

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Education

(2019 - 2023)
Bahcesehir University
Computer Engineering Bachelor Degree

Skills

- Unreal Engine 4
- Typescript, Javascript, C++, HTML, CSS
- AWS Gamelift, AWS EC2
- Heroic Labs Nakama Game Server Framework
- Microsoft Playfab
- Plastic SCM, ClickUp

Language

English(C1)
Turkish

Volunteer Work

- **The Duke of Edinburgh's International Award Foundation**
  In 4 years, I voluntarily took care of more than 100 children and elderly people in need of care and worked to collect help.

Experience

April 2022 - March 2023
Funverse Games
Junior Backend Developer

- Implemented game systems and features using UE4's framework in C++ and Blueprint on the client side. Integrated AWS, Nakama, and Playfab SDKs to enhance functionality and streamline development within the UE4 environment.
- Coded custom functions for various actions and managed PostgreSQL database using Heroic Labs Nakama Game Server Framework with Typescript for Unreal Engine 4 multiplayer game title.
- Worked on AWS Gamelift for creating, managing and optimizing game servers.
- Worked on AWS EC2 instances for running Heroic Labs Nakama Game Server Framework
- Worked on Microsoft Playfab service for coding custom functions for a variety of actions for the multiplayer game title using CloudScript(Custom JS functions by Playfab)

February 2022- April 2022
Funmoth Games
Junior Backend Developer-Part Time

As a Part-Time Junior Developer, I actively contributed to coding and design tasks for Unreal Engine 4 on the client side and Microsoft Playfab game service. Additionally, provided live ops support on the AWS Gamelift service, ensuring smooth and efficient operations.

August 2021 - February 2022
Funmoth Games
Game Developer Intern

As a game developer intern, I provide temporary support for the development of a video game title created in Unreal Engine 4. In this role, I experienced various aspects of being a developer such as UE4 client side, backend side and also game services such as AWS Gamelift and Microsoft Playfab also learned critical aspects of teamwork and tools like Plastic SCM and ClickUp

2017-Present
Twitch Sozluk
Brand Manager and Marketing Analyst

TwitchSozluk is a collaborative hypertext dictionary based on the concept of Web sites built upon user contribution. It is currently a place where Turkish Twitch users can discuss various subjects every day. As a brand manager I'm trying to improve both website's user pools and commercial value also I manage the communication with multiple actors in TwitchSozluk both on the commercial and user side

July 2017 - September 2017
Hilton Anatole Dallas
Food Server / Banquet Officer

As a part of a work and travel program I was a service staff in restaurants, bars and banquets also I was consulting to customers about the city and hotel amenities