

# Mustafa Can Oğuz

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## EDUCATION

### Bahcesehir University

Istanbul, TURKEY

*Bachelor Degree of Computer Engineering*

*2019 – July 2023*

## EXPERIENCE

### Junior Backend Developer

April 2022 – April 2023

*Funverse Games*

*Istanbul, TURKEY*

- I have hands-on experience developing game systems and features in Unreal Engine 4 (UE4) using both C++ and Blueprints. My work involved integrating AWS, Nakama, and Playfab SDKs to enhance functionality. Additionally, I managed a PostgreSQL database using Heroic Labs Nakama Game Server Framework. I also worked on server management and optimization with AWS Gamelift, EC2 and leveraged Microsoft Playfab for custom functions in a multiplayer game title

### Junior Backend Developer-Part Time

Feb. 2022 – April 2022

*Funmoth Games*

*Istanbul, TURKEY*

- 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, I provided live ops support on the AWS Gamelift service, ensuring smooth and efficient operations.

### Game Developer Intern

Aug. 2021 – Feb. 2022

*Funmoth Games*

*Istanbul, TURKEY*

- As a game developer intern, I provide 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

### Brand Manager (Hobby Project)

Aug. 2017 – Present

*twitchsozluk.com*

*Istanbul, TURKEY*

- As Brand Manager, I work to expand the user base, enhance commercial value, and manage communications with users and commercial partners.

### Food Server / Banquet Officer

June 2017 – Sept.2017

*Hilton Anatole*

*Dallas, TEXAS*

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

## PROJECTS

### AI Pathfinding Project with Unity ML-Agents | *Unity, C#, ML-Agents*

- Developed an AI-driven pathfinding application in Unity, where a sphere agent learns to navigate toward a target on a platform while avoiding obstacles. Implemented the agent using Unity ML-Agents Toolkit and programmed behaviors with C# scripts. Configured reinforcement learning settings and trained the agent to optimize pathfinding efficiency.

### AI-Powered Level Design Assistant | *Unity, C#, Procedural Generation*

- Developed a custom Unity Editor tool that procedurally generates terrain using Perlin Noise. Allows level designers to generate diverse terrains with adjustable parameters such as terrain size, noise scale, seed, and octaves.
- Implemented adjustable features like terrain dimensions and noise configurations to allow for reproducible and varied terrain outputs, enhancing flexibility for game level design.
- Created the tool using Unity's editor scripting to streamline the workflow for game designers and demonstrate AI-based procedural generation techniques.

### React-CRUD-Bookstore | *React API, Javascript, Node.js, MySQL, Git*

- Developed a full stack Online book store which is capable of CRUP operations such as add new, delete or change inventory.

### Darkest-Dungeon-Combat-Simulator | *C++*

- Developed a text-based combat simulator using C++ which is inspired by Darkest Dungeon video game created by RedHook studios

## TECHNICAL SKILLS

**Languages/Frameworks:** C/C++, SQL (Postgres), JavaScript, HTML/CSS, Typescript, React, Node.js, Nakama

**Developer Tools:** Git, Docker, VS Code, Visual Studio, IntelliJ, AWS Gamelift, AWS EC2, Playfab, Plastic SCM, Microsoft Playfab