EMRE DINCER OGREN

GAME DEVELOPER

CONTACTS

📍 İzmit/Kocaeli, Turkey

✉ dincer.ogr@hotmail.com

📞 +90 551 552 3249

LINKS

Github
github.com/DincerOgren

Linkedin
linkedin.com/in/dincer-ogren

Portfolio
dincerogren.github.io/my-portfolio-site/

EDUCATION

BACHELOR

Sakarya University,
Computer Engineering
2024

SKILLS

Git (Version Control)

Unity

C#

LANGUAGES

Turkish (Native)

English (B2)

MILITARY SERVICE

COMPLETED

ABOUT ME

Computer Engineering graduate focused on Unity game development with C#. Experienced in building small mobile games, working with Git, and optimizing gameplay. Always eager to learn and create better game experiences.

WORK EXPERIENCE

SUMMER INTERN   SEP - 2023
Inosens   OCT - 2023

• Spearheaded game bug-fixing initiatives, ensuring a seamless user experience.
• Revamped user interface for enhanced interactivity and visual appeal.
• Engineered an innovative save system utilizing assembly language for optimized performance.

PROJECTS

MATCH 3

Built a Match-3 prototype in Unity using C#, implementing core tile-matching logic, scoring system, and basic game loop for infinite play. Designed to serve as a foundation for future gameplay and feature expansion.

POLY SURF

Developed a 3D endless runner mobile game in Unity, inspired by Subway Surfers. Focused on frame rate optimization, smooth player controls, and responsive obstacle interactions. Achieved ~10% FPS improvement and 5% load time reduction through asset management and scene loading strategies. Utilized Git for version control and iterative development.

CHARM HOLDER

An FPS game featuring a spell-casting system with magic rings, developed in 4 days during the Arnavutköy Game Development Camp. As the lead developer, I directed an 8-person team to deliver the project 10% faster than schedule and demonstrating strong leadership and communication skills.

FRUIT PARTY

A 2D slot game developed in Unity, allowing designers to create custom paylines and manage bets. Integrated features like quick spin and a dynamic algorithm to enhance player engagement.

VIVID VANGUARD

Developed in just 3 days during Magara Jam, this 2D shooter with rogue-like systems features a variety of enemy types and a dynamic boss. I was the sole programmer on the project, challenging players to strategically upgrade their character for success.

MARIO CLONE

A Unity-based clone of Mario's iconic first level, focusing on platform navigation and enemy challenges.

NIGHT SHIFT

A top-down 3D action game developed in Unity, featuring survival mechanics and enemy looting for player progression.

HONEYCOMB MAZE

A 3D puzzle game inspired by the Chinese TV program Honeycomb Maze, designed for mobile platforms. Intensive performance optimizations resulted in up to an 80% improvement in frame rates, ensuring smooth and responsive gameplay during internal testing.

CERTIFICATES

Unity Junior Programmer Badge - Unity

RPG Core Combat Creator by GameDev.tv - Udemy

Unity RPG Inventory System by GameDev.tv - Udemy

Mobile Game Development with Unity - Bilgeis.net

Hypercasual Basics - BTK Akademi

Introduction to Digital Game Development with Unity - BTK Akademi