



# OSMAN ŞİŞMAN

GAME DEVELOPER

## CONTACT

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- 🌐 [Itch.io](#)

## EDUCATION

MUĞLA SITKI KOÇMAN UNIVERSITY

- Digital Game Design

## SKILLS

- C#
- C++
- Unity
- Unreal
- Blender

## PROFILE

I am a student in the Digital Game Design department at Muğla Sıtkı Koçman University. I have been working on game development and programming for 3 years. My expertise lies in programming and project management, and I am advanced in game engines such as Unity and Unreal Engine. I am currently working as a student assistant for Lecturer Mahmut Can Kova in the Game Development course, where I am responsible for teaching Unity.

## PRODUCTS

- **Arch Rival**  
Game Designer, Programmer
- **Astrocian**  
Programmer, Level Designer
- **Miras**  
Programmer, Level Designer
- **Hire Room**  
Programmer
- **Whisper Woods**  
Programmer, Level Designer
- **Empire Conquest**  
Programmer, Game Design
- **Gear Factory**  
Project Management, Programmer

## REFERENCE

Mahmut Can Kovan-Teaching Assistant

Muğla Sıtkı Koçman University Lecturer's

Ödin Teknoloji

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