



OSMAN ŞİŞMAN

GAME DEVELOPER

CONTACT

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- 🌐 [Portfolio](#)
- 🌐 [Itch.io](#)
- 🌐 [Github](#)

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 Kovan 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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