# BERK ÖZCAN

Computer Engineering Student

## About Me

I am a passionate **game developer**, highly motivated to create engaging and meaningful experiences. I am always looking for new challenges to expand my knowledge and contribute my creativity to impactful projects.

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✉ berk.ozcan714@gmail.com

🔗 Portfolio Website

## LANGUAGE

- Turkish (Native)
- English (Advanced)
- German (Basic)

## SKILLS

- Unity/C#
- C/C++
- Python
- Flutter

## EXTRACURRICULAR ACTIVITIES

**Faculty Basketball Team**
Sep 2024 - Present

**TİMİS Theatre Team**
Mar 2023 - Sep 2024

**ITU ACM Supervisory Board Member**
Sep 2022 - Jun 2024

## EXPERIENCE

**Burnt Bit Games**
Programmer and Co-founder
2024 - Present

I am part of a three-person indie game team where we are currently developing Pockets of Hope, a narrative-driven management game. As the **sole programmer**, I am responsible for designing and implementing core gameplay systems, maintaining clean and scalable architecture, and ensuring smooth technical performance. Beyond programming, I also contribute as a **content creator,** overseeing dev-logs, marketing materials, and community communication.

**Internship (Volunteer)**
Game Developer
Jul 2025 - Aug 2025

During my internship, I developed a 3D clone of Block Jam as my main project. Under the mentorship of senior developer **Hüseyin Erdoğan**, I participated in meetings twice a week over a month and a half. The focus of the internship was on **clean code principles**, maintainable folder structures, and **collaborative development** practices. Through this experience, I learned how to design clean project architectures, refactor existing code, and integrate external codebases effectively.

## EDUCATION

**Istanbul Technical University**
Computer Engineering Student
Aug 2022 - Present