



Sacid Heysem Sicak



Personal

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Profile

Throughout my career, I have continuously advanced my passion and skills in game and software development by completing a variety of projects independently. I have successfully completed eight different projects, including a dynamic cube rotation effect and a classic Snake game, both of which were creative and technically challenging. Additionally, I have undertaken two major projects using Unreal Engine, significantly enhancing my knowledge and experience in game development. I have participated in Bilişim Valley events multiple times, where I had the opportunity to develop projects intensively with teams over the course of a week. These experiences helped me improve my teamwork and rapid prototyping skills and further fueled my passion for game production. Moreover, I developed a chatting application using socket.io and Python, showcasing my interest and practical skills in real-time communication technologies. These projects and more demonstrate my determination and technical proficiency in bringing innovative ideas to life. I am constantly striving to produce new projects and further develop my existing skills. The experiences and knowledge I have gained along the way continue to propel me forward in my professional career.



Work experience

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| Software Engineer <i>Mars Game Colony, Ankara</i> | Jan 2022 - Present |
| Unreal Engine Software Engineer <i>AstroPark Game Lab, Kocaeli</i> | Aug 2021 - Present |



Education and Qualifications

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| High School <i>Sebat High School, Ankara</i> | Sep 2019 - Jun 2021 |
| High School <i>Open High School, Ankara</i> | Sep 2021 - Jan 2022 |



Interests

Playing basketball, Playing Piano

Skills

Python

Skillful

JavaScript

Intermediate

Unreal Engine Blueprint Nodes

Experienced

Html

Skillful

Languages

Turkish

Native

English

B1

Achievements

During a two-week period at Bilişim Valley, we successfully integrated an existing system with the world of gaming. Our CEO, Ozan Özen, had been utilizing planetary dome systems, which are typically used for entertainment purposes in the cinema industry. We realized that combining this system with Unreal Engine, which we were already proficient with, could be a brilliant idea.

The concept of the dome is quite fascinating: it is a large, dome-shaped tent that houses a Russian-made projector in the center. This projector can take the video input from a computer and project it in 360 degrees onto the interior surface of the dome. This setup creates an immersive VR-like experience, making it possible to experience 360-degree videos live within the dome.

Inspired by this, we began to think about how we could integrate this system with gaming. Our CEO explained the idea to us, and within two weeks, we developed a game set on Mars using Unreal Engine. This project was highly successful, leading us to secure an investment of \$150,000, which prepared us to establish a company in Bilişim Valley.

This experience not only allowed us to enhance our technical skills but also significantly boosted our innovative thinking and problem-solving abilities. The project demonstrated how we could creatively utilize technology and attract investor interest. Developing this Mars game with Unreal Engine was a crucial step in showcasing our potential to combine cutting-edge technology with immersive gaming experiences.

Courses

English Course

Puza Academy

Sep 2023 - Feb 2024