



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

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

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 the two-week period we spent at Turkey's Bilişim Vadisi, we integrated an existing system into the gaming world. Topic: Developing a game set on Mars by combining planetarium dome systems, which are used as entertainment systems in the cinema industry, with Unreal Engine.

360-Degree Gaming Experience in a Dome Tent: We ensured that the image taken from the computer was projected onto the entire tent in 360 degrees by placing a powerful projector in the center of a dome tent. The aim here was to offer a kind of live VR experience. Together with my team, we developed a game set on Mars using Unreal Engine within two weeks, which would provide a live VR experience feeling. I contributed to the development of this game to be played inside a dome tent. With this project, the company that prepared the game's infrastructure received an investment of 150 thousand dollars. This process not only provided us the opportunity to enhance our technical skills but also significantly improved our abilities in innovative thinking and problem-solving. This project we carried out with Unreal Engine has been an important step in demonstrating how creatively we can use technology and impress investors.

Courses

English Course

Sep 2023 - Feb 2024

Puza Academy

Participated Projects

- Republic of Turkey Ministry of Youth and Sports Limitless Makers Program / Mentor(<https://limitlessmakers.gsb.gov.tr>)
- The Spectrum of Relationships/Youth Exchange Erasmus Program/Romania